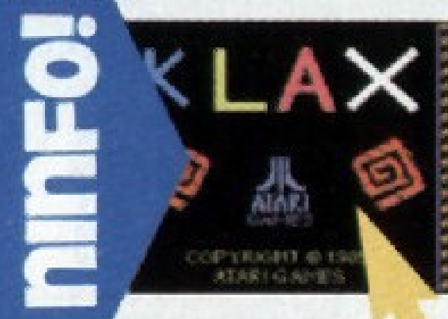
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TOY STORY 2
The Toys are Back in Town!
Inside exclusive review!
LIGHTYEAR
I HAVE BEEN CHOSEN!
A Lara Croft original!
TOMB RAIDER
WIN! Rayman Games and Game Boy Gear!
3 PULL-OUT POSTERS INSIDE!
PLUS Mickey's Racing Adventure, Barbie Ocean Discovery, Tasmanian Devil, Rayman, Mission: Impossible, Ready 2 Rumble Boxing, Star Wars Racer... and much more!


TOTAL GAME BOY COLOR
WWW.TOTALGAMES.NET
LIGHTYEAR
WELCOME!
What a great time we've had putting this issue of TOTAL GAME BOY COLOR together! *Toy Story 2* was simply superb, and then we got *Mickey's Adventure Racing* and *Rayman* in as well so we didn't get much work done for a few days! You can read full reviews of these three blockbusters in this issue, along with a feature on Lara Croft, who has finally got herself a release on Game Boy Color and is coming your way very soon. Plus we've got three great posters, loads of tips, cheats and codes and a new look index of every game we've ever reviewed! Happy playing!
Nick Roberts
TOY STORY 2

The Bits 'n' Bobs explained!

Total Game Boy Color has all the information you need to make sure you buy the right game for you! On each review you will find a number of boxes and pictures that will deliver the most up-to-date information in the known Game Boy Color world!

nINFO!



How much?	£19.99
From who?	Midway
Whenz it out?	Out now!
Kind of Game?	Puzzle

Here you'll find out how much the game is, who made it, when it'll be in the shops and what kind of game it's supposed to be!

QUICK TIP!

When playing this great game, make sure you don't get too engrossed as your mum might call you in for your tea and you won't hear her – then your belly will start to rumble!

To get you started on the game we've got a quick tip straight from the fingertips of our world renowned Game Boy Color experts.

The main reviewer will fill you in on all the details of the game, but we've also got a second opinion so you get a balanced view.

2ND OPINION!



WHAT A BEAUTY!

Coooor! In summary what you've got is a superb shoot-'em-up with a few small niggles which prevent it from being a 90% title. It should still keep fans of the genre going for quite some time though. The great thing is, I can type absolutely anything I like into this box, because it's only an example of what a 2nd opinion looks like. If you can read this, then you must be bored! Write in and inform me that these tiny boxes are readable, then I'll be very careful what I write into them in the future! Ta-ra for now!

TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

HUM DINGER!

GRAPHICS! Rolf Harris on a high! ★★★★

SOUND! Sounds likes a coughing fox. ★★★★

PLAYABILITY! You'll play it 'til your batteries die! ★★★★

LASTABILITY! Forever – what a great game! ★★★★

OVERALL! 99%

YOU JUST HAVE TO HAVE THIS GAME!

This is where the game gets taken apart and rated on its graphics, sound, playability and lastability. Finally we give it an overall score. If the game scores over 90% it gets a coveted HUM DINGER award of excellence!

A GAGGLE O...

PAGE 10

Toy Story 2

Wey-hey! All our favourite toys are back for another bout of platform mayhem – just in time for the movie too!

THE CHOSEN ONE!

PASSWORD

SCENE TWO

AL HAS TAKEN WOODY...

SCENE ONE

WOODY HAS FALLEN OF THE WINDO...



…F GAME BOY GOODNESS!

…ENTS

reviews

We've got a great bunch of new games for you...

PAGE 16

mickey's racing adventure

Join Mickey Mouse and all the crew in probably the best racing/adventure game you'll ever play!

PAGE 12

IT'S LOVELY LARA!

Believe it or not she's coming to Game Boy Color – we check out what this girl has been up to and preview her new hand-held game!

Previews

the sneaky peek at future games around the corner!

With *Perfect Dark* and a big bunch of *Looney Tunes* games – there's loads to look forward to!

PAGE 46

WIN! WIN!

PAGE 9

Grab yourself a new Game Boy Color set up and copies of *Rayman*!

3 PULL-OUT POSTERS INSIDE!

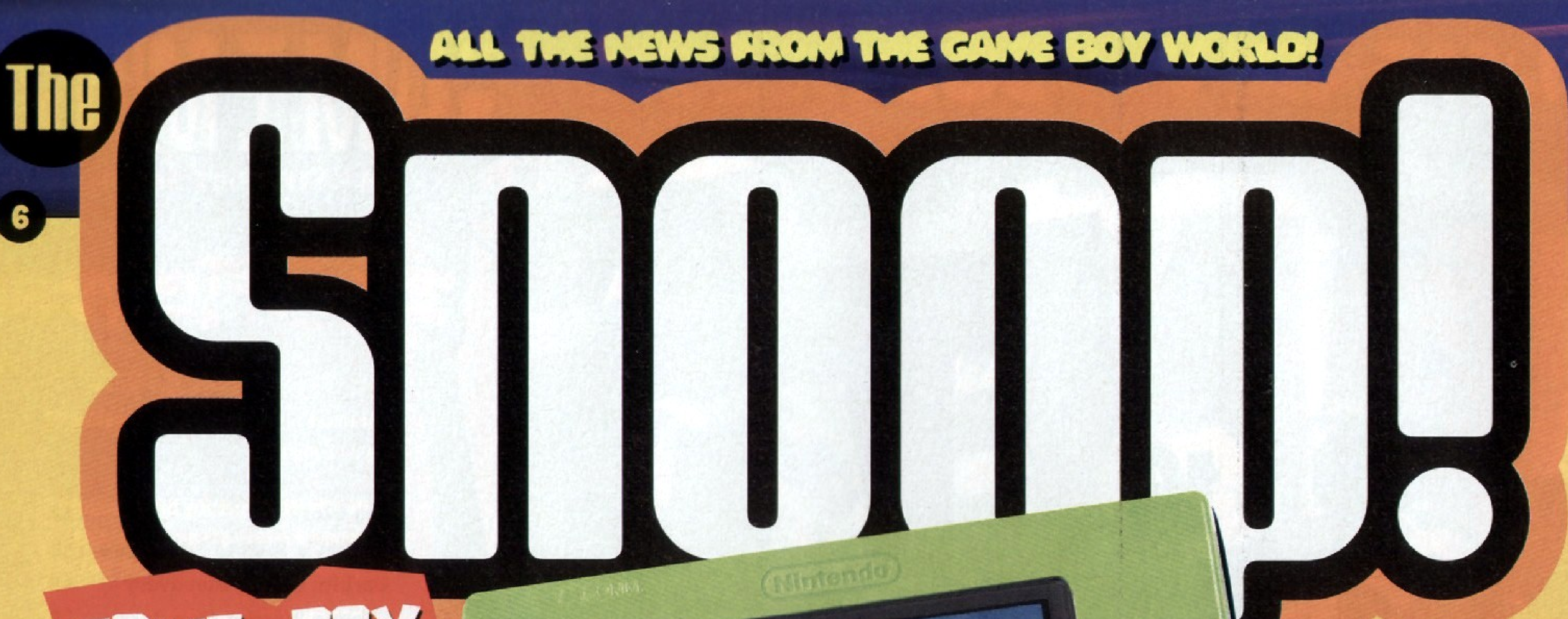
PAGE 25

Splash 'em all over your bedroom: Taz, Toy Story 2 and *Ready 2 Rumble*!

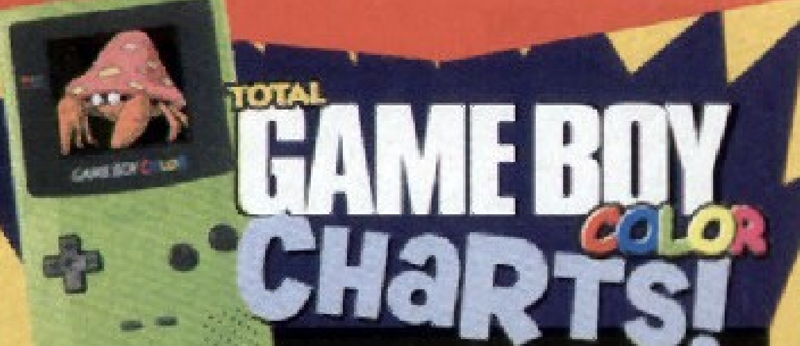
Get in Touch!

If you want to write to us here at Total Game Boy Color, here's the address...

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PARAGON PUBLISHING
ST PETER'S ROAD
BOURNEMOUTH
BH1 2JS



GAME BOY GOSSIP AT ITS BEST!





1. **F1 Race** – Nintendo
2. **Metroid II** – Nintendo
3. **Alleyway** – Nintendo
4. **Tennis** – Nintendo
5. **Disney's Mulan** – Disney Interactive
6. **Rugrats The Movie** – THQ
7. **Game & Watch Gallery** – Nintendo
8. **Oddworld Adventures** – GT Interactive
9. **Warioland 2** – Nintendo
10. **Spy vs Spy** – Kemco



How advanced is the advance?

Nintendo has officially set the date for the Game Boy Advance. The successor to the world's biggest selling console will launch in America on 1 November. Anticipation for the new machine is reaching critical point and the rumours are starting to fly about just how powerful it will be.

At the heart of the GBA will be a powerful 32-bit RISC CPU developed by a British-based company called ARM Ltd. This processor, in theory, could easily match the performance of a Sony PlayStation or Sega Saturn. It has recently surfaced that ARM is (perhaps just coincidentally) developing a chip known as the ARM 10 THUMB. This is a whopping great 300 MHz processor (compared to the 33 MHz that the PlayStation uses). ARM says the chip is being designed for "next generation hand-held devices' and that 'this level of sophistication is essential for applications that have sophisticated user-interfaces with 2-D and 3-D graphics rendering, such as video game players".

Both ARM and Nintendo are remaining tight-lipped about the innards of the Game Boy Advance but it seems likely that the ARM 10 THUMB (or probably a scaled down version of it) is the prime candidate for inclusion. Cost is obviously an issue though and Nintendo want the machine to go on sale at a price lower than £100.

The real question is how advanced the 3-D capabilities of the new machine will be. Exact details still aren't available, but it has been alleged by developers that the system is roughly equivalent to a SNES running with two FX chips (the kind that were used to create 3-D graphics in games like *Starfox*). If that is the case,the machine will be probably lie somewhere between a Sony PlayStation and Nintendo SNES with 3-D graphics.

Either way you could be playing *Pokémon* in 3-D whilst on the move by this time next Christmas! Now that is something worth waiting for.



Incredibly, 1999 was the Game Boy's most successful year ever. Despite being almost ten years old, almost a million machines were sold in the UK, with 300,000 getting snatched off shelves during December alone! The extraordinary success of Pokémon has had a lot to do





SCOOBY DOOBY DOO!

Scooby Doo – where are you? Well, you'll find the crime-busting pooch and his three friends on the Game Boy Color soon thanks to a deal between THQ and Warner Bros.

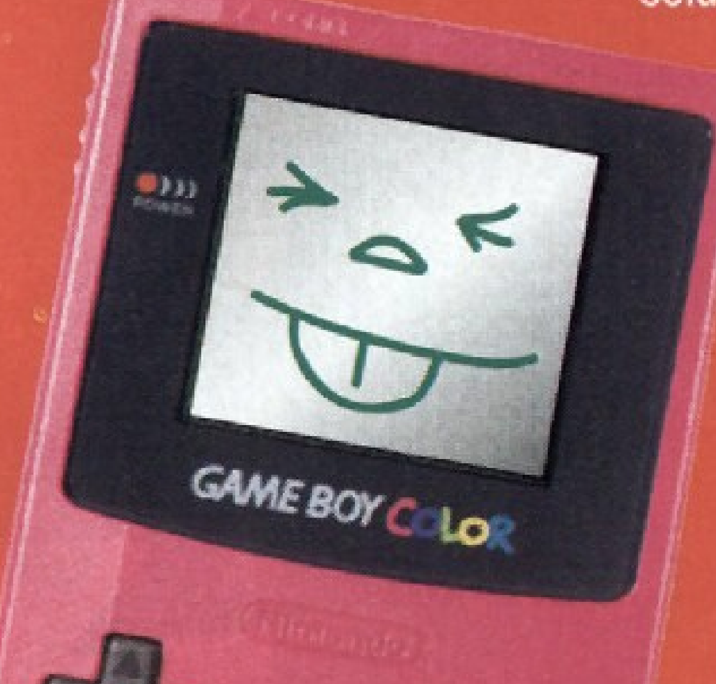
The first Scooby Doo game should be appearing on the Game Boy this Autumn and with the deal lasting four years, there should be plenty more games to follow!

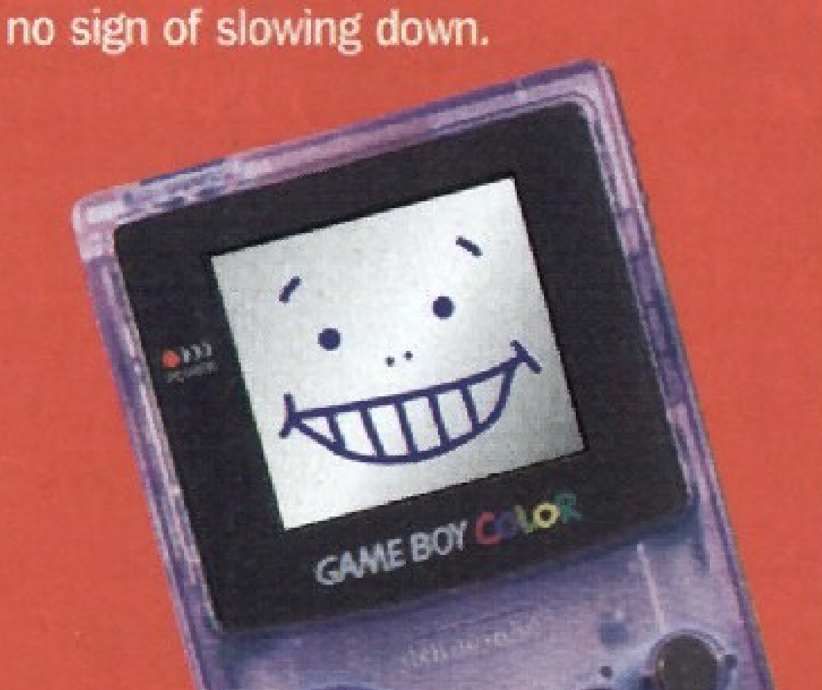
No details have been revealed about the first plot yet but at a guess it'll involve Scooby and the gang investigating an old abandoned gold mine or haunted house. They'll split up and discover cryptic clues before capturing a ghost in an over-elaborate trap. Then they'll unmask him to reveal the disgruntled Janitor who would have got away with it if it weren't for "those meddling kids!"



with the continuing strength of the world's best selling console. The brilliant monster-hunting game was the best selling game last year with half a million copies being sold in the UK to date. Many people have bought Game Boy's on the strength of that one game alone.

Around the world, well over 80 million Game Boys have been sold to-date and the portable wonder shows no sign of slowing down.





MEET THE GANG!

NICK ROBERTS



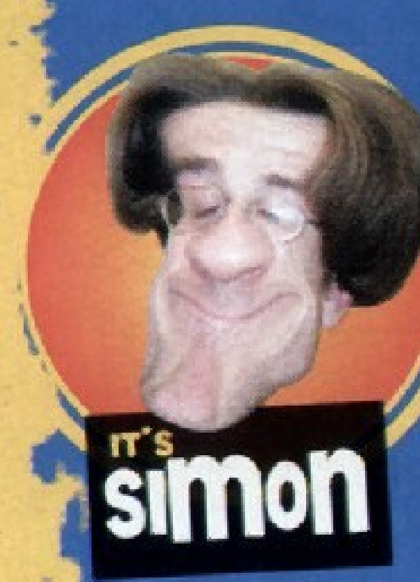
About: Nick's the big cheese – and smells like it too!
Most favourite game: Mickey's Racing Adv
Least favourite game: Ronaldo
Quote: "Ahh February – the month for loving!"

STUART TAYLOR



About: Stu owns a strange plant/cow hybrid
Most favourite game: *Tomb Raider*
Least favourite game: *Ready 2 Rumble*
Quote: "What do you mean I shouldn't milk my plants?"

MARK HATTERSLEY



About: Although he's called Hattersley, Mark doesn't actually own a hat
Most favourite game: *Star Wars Racer*
Least favourite game: *Barbie*
Quote: "I once saw a hat though – it was brown with frills."

SIMON PHILLIPS



About: Simon is known affectionately as Lips!
Most favourite game: *IK+*
Least favourite game: *Dragon Warrior Monsters*
Quote: "And my names got nothin' to do with kissing, alright?"


LOU WELLS

About: Look – it's a girlie type in a games mag!
Most favourite game: *Barbie*
Least favourite game: *WWF Wrestlemania*
Quote: "Ooo, it's all pink and fluffy!"

JEM ROBERTS



About: Jem was once a waiter – for about two minutes!
Most favourite game: *Mickey's Racing Adventure*
Least favourite game: *Ready 2 Rumble*
Quote: "I saw how they put the froth on cappuccinos and I had to leave!"



SKATE OR DIE!

Skateboarding fans will soon be able to ollie, twist and grind their Game Boys to pieces with rad' skater, Tony Hawk. The world's best 'boarder is rapidly undergoing miniaturisation and should be appearing on the Game Boy later this year in a small screen version of his incredibly successful console game, *Tony Hawk's Pro Skater*.


No screenshots are available yet but the 3-D graphics of the PlayStation and N64 versions will hopefully be translated into a side-scrolling 2-D wonder. If it contains all the manic action and realistic moves of the console version then it should out-'rad' every other skater on the block!

Pokémon 2000

Peter Main (Nintendo Vice Executive for Sales) has spoken out in a live Web cast about Nintendo's plans for the Game Boy and Pokémon franchise in the year 2000. After briefly mentioning the Game Boy Advance, Main acknowledged the contribution that Pokémon made to sales of the Game Boy and revealed that Nintendo plan to make four new Pokémon games this year.

The first game will be *Pokémon: Trading Card Game* and is based around the successful card swapping game. This will be followed in the summer by a puzzle game called *Pokémon Attack*. Finally, in September, the Americans will get their hands on *Pokémon Gold* and *Silver* with a UK release following shortly afterwards. *Gold* and *Silver* are the true sequels to *Pokémon Red* and *Blue*. They will, amongst other things, run in full colour!

Main stressed that Nintendo didn't want to water down the Pokémon franchise by releasing a wave of sub-standard spin-offs and would rather release a steady supply of quality games.



WIN WITH RAYMAN!

The very kind people at Ubi Soft and TOTAL GAME BOY COLOR have got together to bring you a competition that celebrates their latest and greatest release – Rayman! If you haven't seen this game yet, get yourself over to page 24 where we have marked it a whopping 92% and awarded it a Hum-Dinger!

WIN! WIN! WIN!

We've got a complete Game Boy Color set up for you to win – that's a brand new console, a printer and a camera, so you will be the best kitted out Game Boy fanatic on your street! To go along with this great prize there are copies of the Rayman game itself and exclusive T-shirts – a game and shirt for the first prize winner and loads of runners-up prizes for the next bunch out of the mailbag!

To win we want you to send in your best joke – it couldn't be easier! Just think of the joke that has made you laugh the loudest lately, write it down and send it in to us. If it makes us laugh too, you could be in the running!

Send your joke to:
Rayman Chuckles Compo,
TOTAL GAME BOY COLOR,
Paragon House,
St Peter's Road,
Bournemouth BH1 2JS
Entries should reach us no later than 31 March and the editor's decision is final!



NINFO!

How much?	£24.99
From who?	THQ
Whenz it out?	Out now
Kind of Game?	Platform

QUICK TIP!

When fighting the Prospector, walk slowly until he's just in sight. Now kneel down and you should be able to shoot without him charging you. When he runs for the door, race to the exit!

TOY STORY 2

Reviewed by MARK H

The biggest film of the year has all but arrived and the inevitable onslaught of games for every system are rolling towards the shops as we speak. Unsurprisingly, *Toy Story 2* on the Game Boy Color is a platform game! In recent month's we've seen *The Rugrats Movie*, *Tarzan*, *Antz* and *A Bug's Life* – all platform-hopping, object-collecting extravaganzas. Honestly… you'd think that somewhere in Nintendo Towers there's a rule stating that 'all Game Boy movie tie-ins must involve the main character jumping up and down on other characters from the film.' Come on… use your imagination and surprise people. It worked for *Pokémon*!

Ooo… The Claw!

Putting gripes aside about the overwhelming amount of similar games on the Game Boy, *Toy Story 2* is an excellent example of the genre. The graphics are bold and colourful, the levels are interesting and well laid out and there is plenty to do, with secrets and bonus items galore.

Following the film's plot, you take control of Buzz Lightyear as he ventures into the outside world to save Woody from the clutches of a toy collector. Woody's been toy-napped by a greedy toy store owner because he's so old he's become a collector's item. Just how well the game follows the film is up for debate (it's not out over here yet so a direct comparisons is impossible). Rex, Slinky and the Aliens all appear as enemies in the game so it looks like Buzz has been busy turning quite a few of his friends into enemies over the last couple of years!

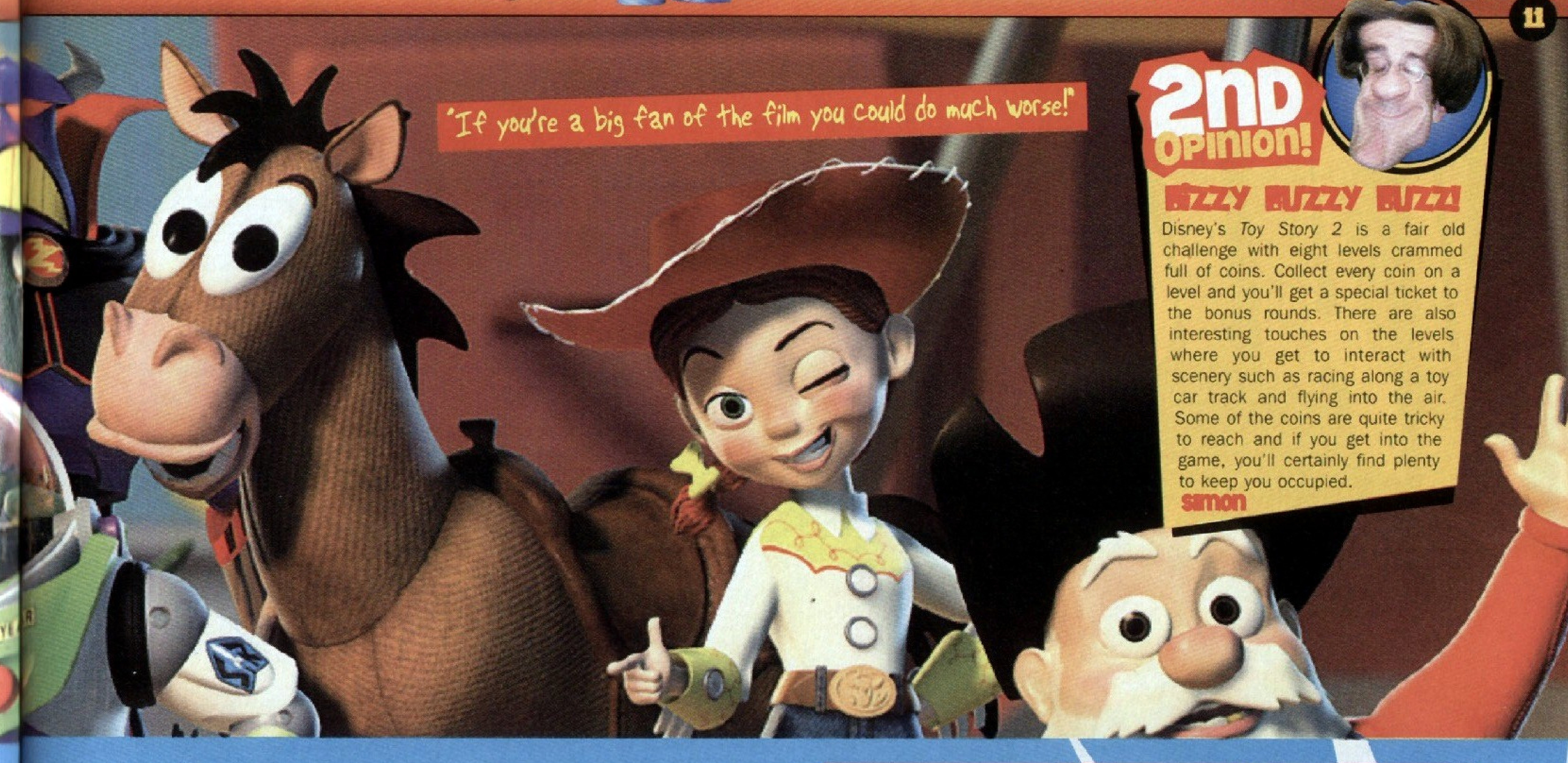
Anyone remember Etch-A-Sketch? It was fab!

You Have Been Chosen!

Buzz has a wide range of moves available to him but this can make the controls tricky at first. In a bizarre fashion, running and jumping are both assigned to one button. Hold down A and Buzz runs, whereas just tapping it

BUZZ'S BONUS

The aim of the game is to collect every coin on each level. Get all the coins and you'll get a bonus ticket that'll allow Buzz to play the 'Al's Toy Barn' elevator bonus game.



2nd Opinion!

Bizzy Buzzy Buzz!

Disney's *Toy Story 2* is a fair old challenge with eight levels crammed full of coins. Collect every coin on a level and you'll get a special ticket to the bonus rounds. There are also interesting touches on the levels where you get to interact with scenery such as racing along a toy car track and flying into the air. Some of the coins are quite tricky to reach and if you get into the game, you'll certainly find plenty to keep you occupied.
Simon

makes him jump! The problem is that running and jumping at the same time is vital to the game. You have to hold the button down, let go and tap it again whilst pressing the direction you wish to jump in all at the right time or Buzz ends up flailing into whatever dangerous object you were trying to avoid! It's a tricky situation and you do get the feeling that it perhaps isn't the best idea you've ever seen! However, you do get used to it fairly quickly and it does add an extra element of skill to the game.

Toy Story 2 is by no means the worst movie tie-in on the Game Boy Color, it's just the latest in a long line of uninspired platformers with no unique features. There are already plenty of excellent jumping games on the Game Boy such as *Mario DX*, *Warioland 2* and *Tarzan*. However, if you're a fan of the film you could do much worse (if not, are you sure that you've actually watched it?)
Mark H



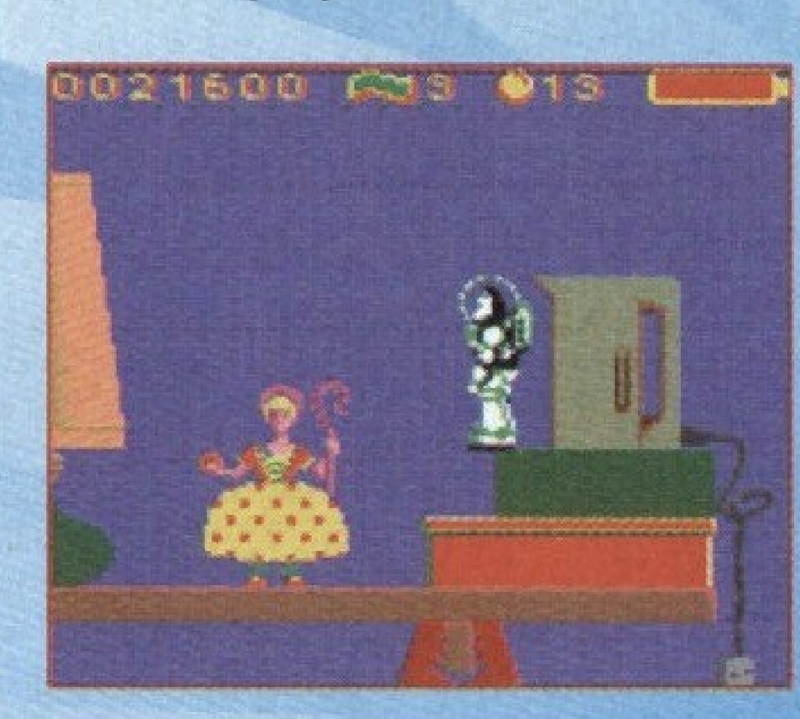
To the hospital infirmary and beyond! Flying is tricky.



This is a shot from the new film. No really... it is! Honestly.



That's not flying. It's not even particularly stylish either.



Little Bo Peep couldn't care less about her sheep. She's worried about Woody!



Total Game Boy Color Test Your Strength!

Graphics! Buzz looks brilliant ★★★★★

Sound! The tunes are toe-tapping ★★★★

Playability! Awkward at first but fun later ★★★

Lastability! Plenty to do but it's all routine ★★★★

Overall! 80%

A DULL BUT DECENT MOVIE-TIE IN!



LARA CROFT and the GAME BOY OF DOOM

LARA IS COMING TO GAME BOY COLOR!

HANDHELD CONSOLE OWNERS REJOICE! A LIVING LEGEND IS COMING TO THE GAME BOY COLOR, AND HER NAME'S LARA... LARA CROFT!

Who would have thought that a twenty-something, pony-tailed, polygonised young woman would become a videogame icon like *Pac-Man* or one of those pesky *Space Invaders*? Certainly not Core Design or Eidos Interactive, who designed and published the adventures of Lara Croft in the phenomenally successful *Tomb Raider* series.

The first *Tomb Raider* graced the Sega Saturn, PlayStation and PC way back in 1996, and captured the imagination of the gamesplaying public through its inventive design, mind-bending puzzles and, most importantly, its star, Lara Croft. Just who does this young woman think she is?

"DR. CROFT, I PRESUME?"

The origins of Lara Croft can be found in the likes of classic games like *Prince Of Persia* (now on Game Boy Color!) and movies like the *Indiana Jones* trilogy. The sole heir of the Croft estate, following her parents' untimely demise, young Lara threw herself into a life of death-defying adventure.

From the age of 16, Lara was exploring ancient tombs and navigating her way through hostile

What? *Tomb Raider* on the Game Boy Color? It must be true – here's the title screen!

The Lara sprite is one of the largest lead sprites ever seen on a Game Boy screen!





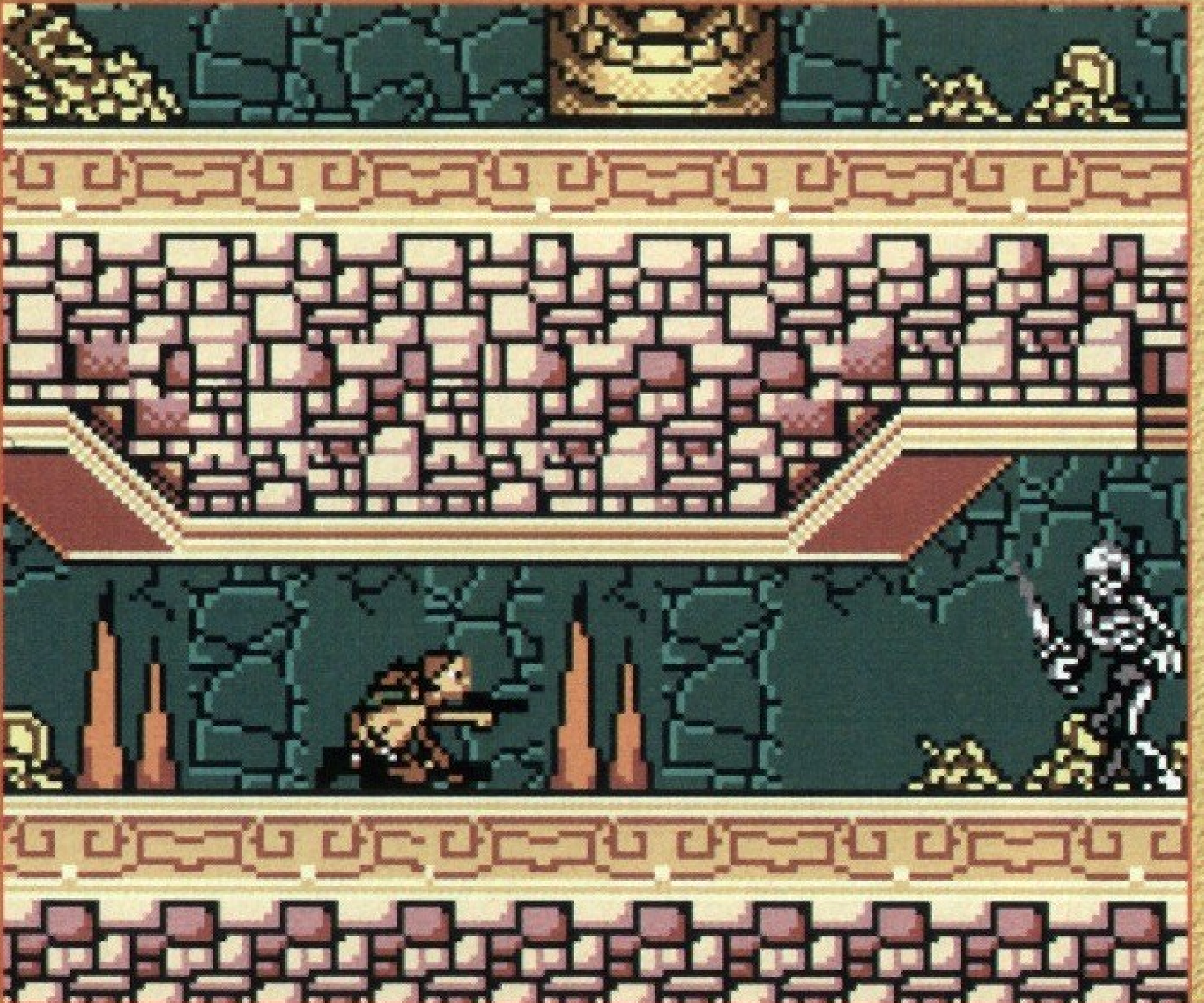
South American jungles. A role model for go-getting young girls, our Lara has also proved to be a hit with the lads, down to her drop-dead-gorgeous looks. Blimey, the girl even made green a fashionable colour again!

Since her debut, Lara has appeared in four different *Tomb Raider* videogame adventures, she has her own monthly comic book, has advertised soft drinks and chocolate bars and even has her own motion picture in production. Not bad for a three dimensional videogame character!

She's a Game Girl!

The good news for Game Boy Color owners is that Lara is swinging her way to your favourite handheld console in an all-new adventure, and we here at Total Game Boy Color are right chuffed about it! The plot of the game has Lara investigating the whereabouts of the Dream Stone, an ancient Aztec piece of tat, which is said to have amazing powers.

Travelling to the South American jungle, Lara is lulled into a false



We just can't wait to get our hands on Lara – this game looks amazing!





No *Tomb Raider* game would be complete without some nasty spikes!



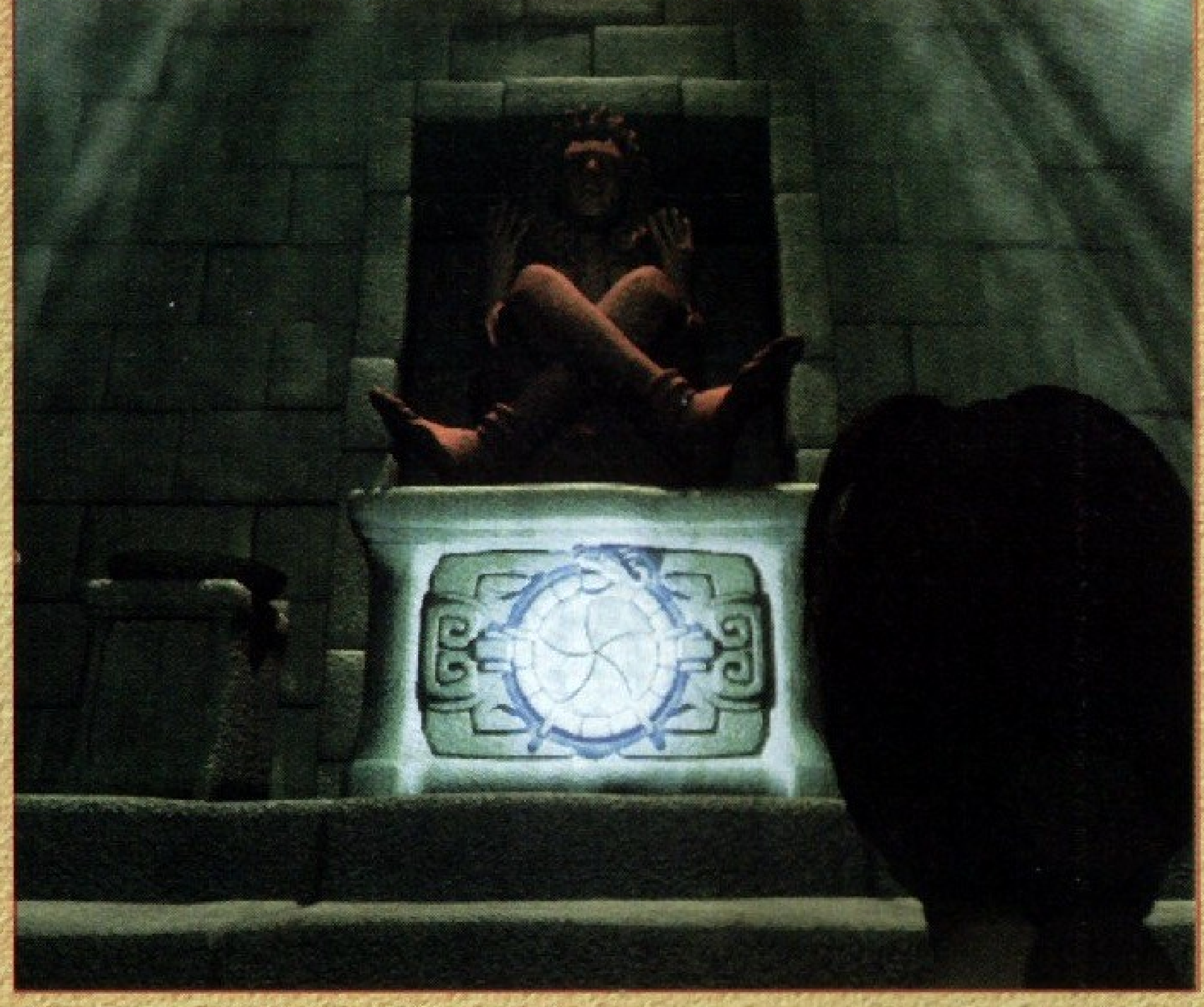
She jumps, she crawls, she swings like a gibbon – she can do anything!



Heavily influenced by *Prince of Persia*, *Tomb Raider* should be a gem!











sense of security when she locates the Dream Stone with relative ease. Picking up the artefact, Lara is about to pop the stone into her rucksack when a blinding flash of light dazzles her. Has she been shot? Has someone simply flashed a torch in her face? Hmm, well that's where you come in. When Lara gets her bearings, she finds herself in a completely different place. One thing's for sure though; Lara has landed once again in another seriously strange tomb-raiding adventure.

Tomb Tech

On the technological front, Core Design is pushing the Game Boy Color to its limit. The most obvious example of this is the fact that the sprite of Lara is a darn sight larger on screen than most Game Boy characters. Apparently she will move as well as she looks too, as Core is intending to give the lass with the sass a staggering 2,000 frames of animation. So, she'll be able to jump, climb, swim, crawl, run and swing just as well as she did in the PlayStation and PC versions!

This new *Tomb Raider* game is all very Aztec – it has some scary shrines!

Hit the pause button and you get an inventory of Lara's rucksack.

If you check out the screenshots, you can see how good *Tomb Raider* on Game Boy Color is looking, as well as how similar it looks to one of its inspirations, *Prince Of Persia*. There are stacks of puzzles to solve in the game – for instance, Lara will have to hit certain switches to open doors, and even move blocks to access new areas. So, you'll need to have your thinking hat on!

We can't wait to get our hands on Lara – but then we're strange like that – and we're counting the days until Game Boy *Tomb Raider* appears later in the spring.

Didn't She Do Well?

Core Design has really squeezed everything possible out of the Game Boy Color. Lara has 2,000 frames of animation in her movements – probably more than any other videogame character on the small screen. Just take a look at these sequences of her in action!

1

2

3

A Lara, Lara, Lara!

Here's a look at what this lovely lady has been up to recently...

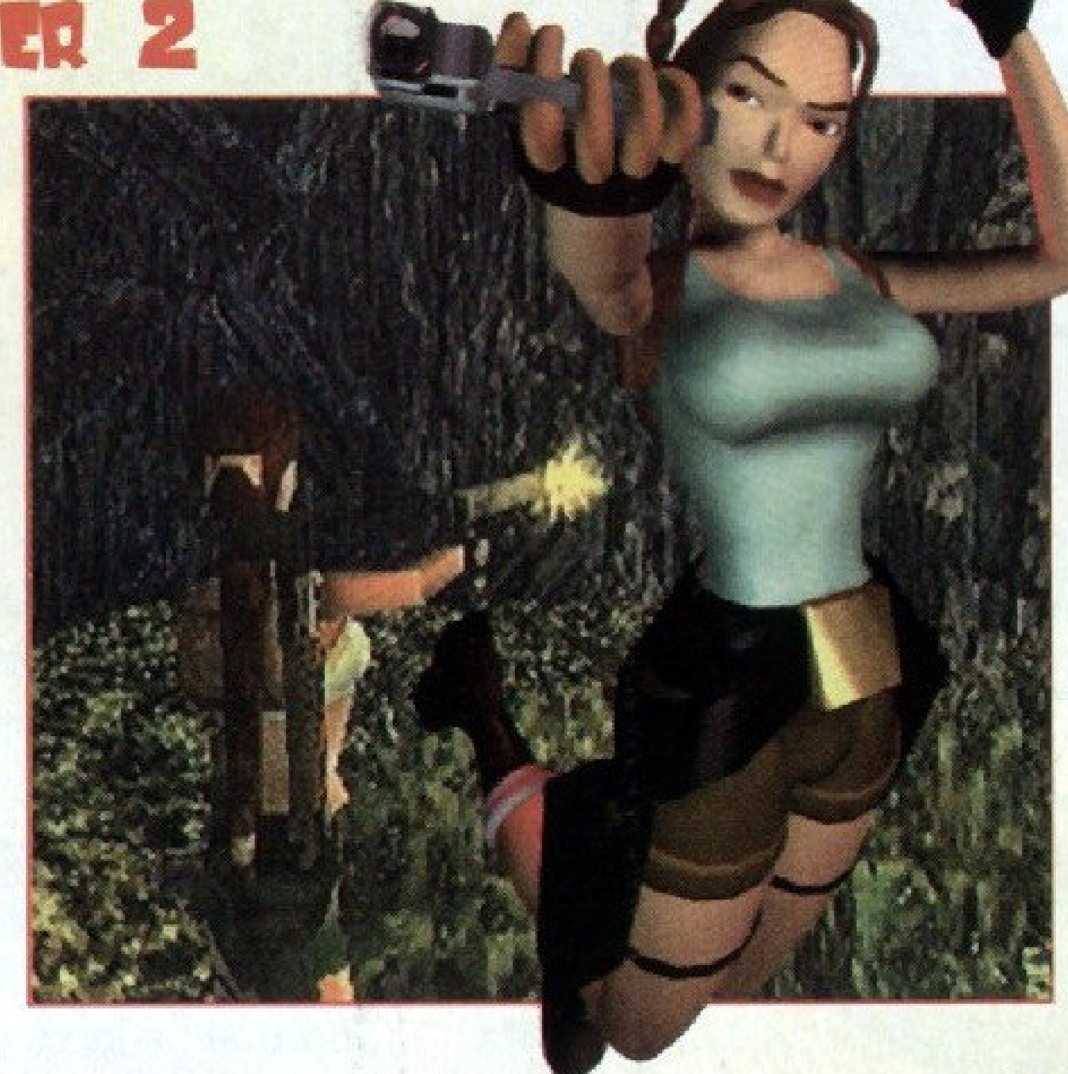
Tomb Raider

The original *Tomb Raider* game had Lara in pursuit of a long-lost artefact called the Scion. To locate it, Lara had to explore ten unique labyrinthine tombs, including Aztec and Egyptian areas.



Tomb Raider 2

Lara's second 'awfully big adventure' took her to the Orient, and in particular, the Great Wall Of China. This time around, the 'tomb raider' had to retrieve the Dagger Of Xian.



Tomb Raider 3

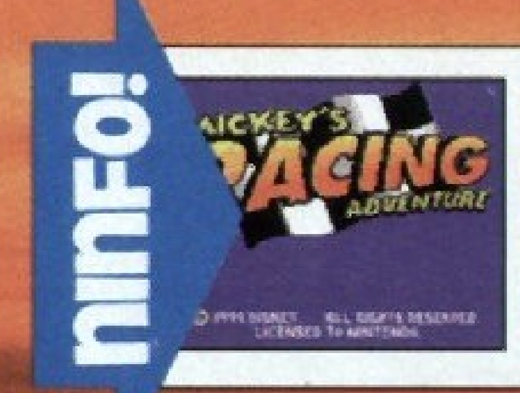
One of Lara's toughest challenges was to locate four mystical artefacts nicked by a gang of explorers travelling on Darwin's ship during the 19th Century. In spite of some tough odds, Lara succeeded and looked mighty fine in a host of new costumes as well!



Tomb Raider: The Last Revelation

The fourth raid owed a lot to the original adventure, and saw a return to the fan-favourite brain-teasing tricks and traps. Lara found herself confronted with her past as well as her future in the Egyptian Valley Of The Kings.





NINFO!

How much?	£29.99
From who?	Nintendo
Whenz it out?	Out now
Kind of Game?	Racing



QUICK TIP!

The really tricky part is in mastering Pluto's Plot – Remember that you can have as many goes at each maze as you wish, to get it just right. Keep on trying – don't give up too easily!

Mickey's Racing Adventure

When you wish upon a star your dreams really do come true!



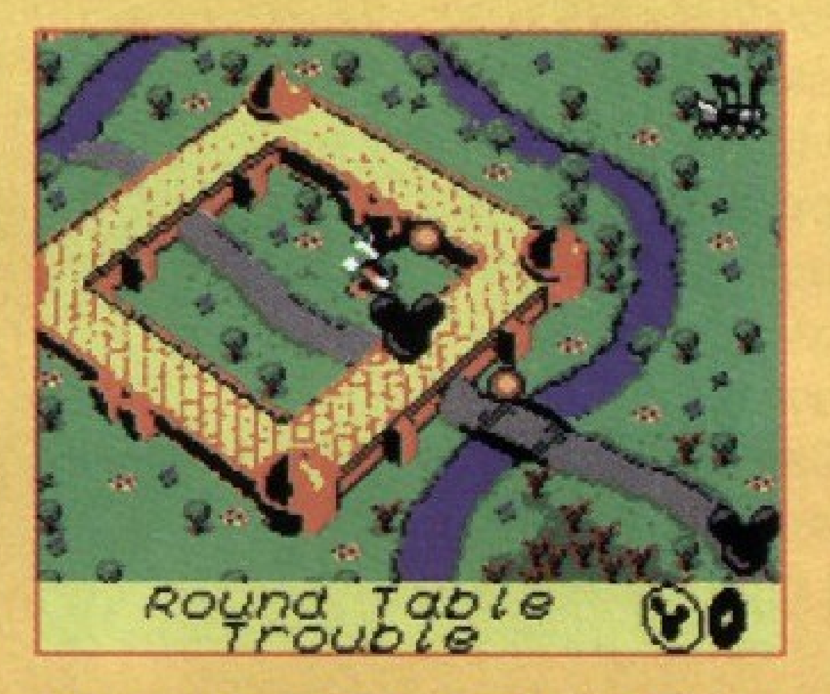


Reviewed by Jem

Mickey and his chums Minnie, Donald, Daisy, Goofy and of course, Pluto, are soaring into the 21st Century with this terrifically huge new adventure. It's jam-packed to bursting point and beyond with fun, excitement and above all, superb gameplay! And who do we have to thank for this epic offering? Good old Rare, of course – the top folk there have



What an ugly old cow! Don't be nasty though – she sells you special tickets!



Each section of the game has its own map with a mini Mickey.

"It's jam-packed to bursting point and beyond with fun and excitement!"

I wanna tell you a story...







3, 2, 1... go! At the end of the day, the game is all about winning races!





Once you've collected enough Disney dollars you can purchase a shiny new car!

been the driving force behind this Disney Interactive release.

In the game, the Disney chums are about to take part in the annual carnival when nasty Pete the dog-type thing comes along and steals all the floats! The only way you can get on with the show is to race against him and his cronies, and become the ultimate rodent racing champion! And have unlimited fun on the way, of course!

Disney value

Each and every player gets more than their money's worth, with not only a compelling *Zelda*-type RPG adventure (in which you get to play any of the Disney crew as they make their way through exciting worlds) and 21 amazing high-speed racing tracks, but also a different brain-draining Pete Puzzle for each contender. And once you've completed this section, there's a whole new adventure for Pluto to complete, as he whizzes his way around mazes collecting golden bones. This type of gameplay means that *Mickey's Racing Adventure* has twice as much to offer the player as the next game on the market.

Mega memory!

But the fun doesn't stop even there! Thanks to the capabilities of this jumbo 32-Mbit pak, numerous bonuses are included, so you can keep playing until the next millennium! In Mickey's home town, you can email any friends with similar Game Boys from the post office, as well as buying special artefacts and changing the races.

Disco mode and Submarine mode are just two crazy versions of the races, making the challenge harder or easier, and all just for fun! Once you've collected the key for it, you can also get into the print room, where you get the choice to print off any of a number of excellent Disney designs (if you have a printer, of course).

In fact, there really is so much to do in this one game no review can cover it all –you'll just have to buy the game itself, and start exploring! With a host of different car upgrades, magic spells, hidden puzzles, cute characters, funny actions and, most important of all, high octane racing action, Mr Disney really has given us all a Rare treat!

Jem

2nd Opinion!

Mousy Moments!

When Rare is involved in a new videogame you know you're in for something a little bit special. The good people there have taken the Disney characters and moulded an excellent adventure and racing game around them. It's not just your average racer – *Mickey's Racing Adventure* has got so much more in it. There's the exploration of Mickey's town and all the houses, lots of mini-puzzles like the sliding train puzzle to get to the first races plus the challenge of collecting pennies and dollars – and that's without even thinking about the racing itself! This is one game that definitely won't disappoint!

Nick

Total Game Boy Color Test your strength!

Hum Dinger!

Graphics! Perfect pixels! ★★★★★

Sound! A jaunty tune and great SFX ★★★★★

Playability! One of the best adventures ever! ★★★★★

Lastability! You can race over and over again! ★★★★

He-man! / Butch! / Weakling! / Wimp!

Overall! 98%

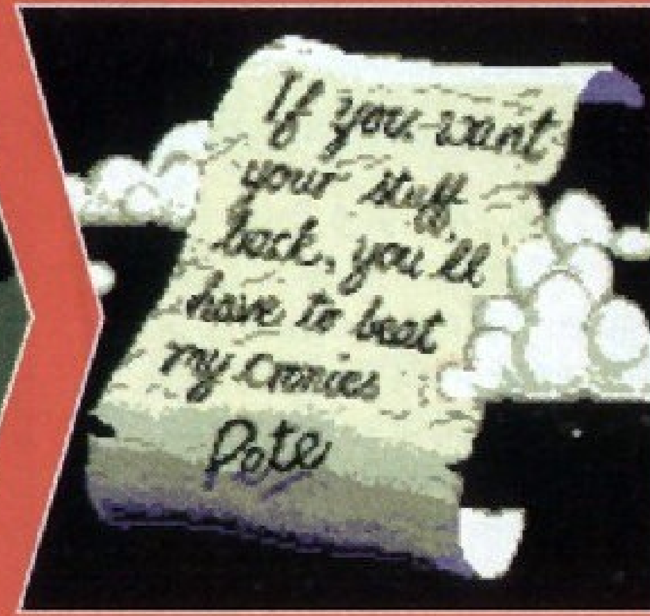
A Disney masterpiece!

You get a storybook introduction to the game before you start to play, then 'A Whole New World' awaits Mickey and his friends as they step out to conquer Pete and his cronies, ranging from Mickey's Home Town to the mystical glade of Magica De Spell. When you fancy a change of scene, you can also go and explore the land around Ludwig Von Drake's Garage, or head North to Chip and Dale's forest. Fully exploring each area pays dividends, as there are many Disney Dollars, Railroad Pennies and nuts to be found on your travels. Different items appear depending on which character you're playing, and Pluto can find even more hidden secrets by digging around the undergrowth. Watch out for Pete's cronies though!

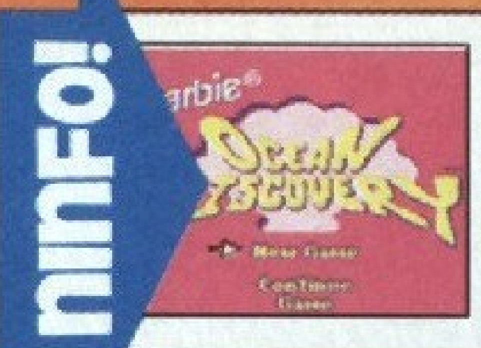




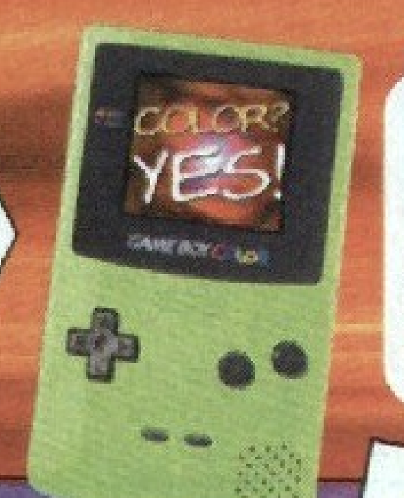




NINFO!



How much?	£24.99
From who?	Mattel
Whenz it out?	Out now
Kind of Game?	Adventure



QUICK TIP!

Instead of coming back to visit each level to build up the jewellery box, keep clicking on the shell to get more items. The puzzles do get a little harder each time though.

Barbie: Ocean Discovery

Reviewed by LOU

The plastic fantastic doll now graces the Game Boy

She comes in many guises, is over 40 years old and looks totally fabulous; and now the lady who could put Barbara Cartland's pink fetish to shame is appearing in her own game on the Game Boy Color.

In this underwater adventure you have to guide Scuba Barbie through Coral Reefs, shipwrecks and sunken crystal cities in search of treasure and jewellery. To get these items you have to travel around the totally free roaming areas and find shells which will lead you to mini-games – if you are successful you get the prize. Simple.

Pink Lady

Being a Barbie game, you'd expect it to be a bit fluffy – and it is; there are no enemies to kill, nothing can kill you and the only dangerous feat you have to overcome is trying to drop cannon balls into a barrel.

Consider yourself forewarned – the gameplay is simple. However, the puzzles do get slightly more difficult when you return to get more gems to fill up the plastic doll's jewellery box. *Barbie: Ocean Discovery* is definitely for the younger and (without meaning to be sexist) female gaming community. Boys and anyone over 12 years old will find themselves a little bit bored – so step aside and let your kid sister have a go.

LOU

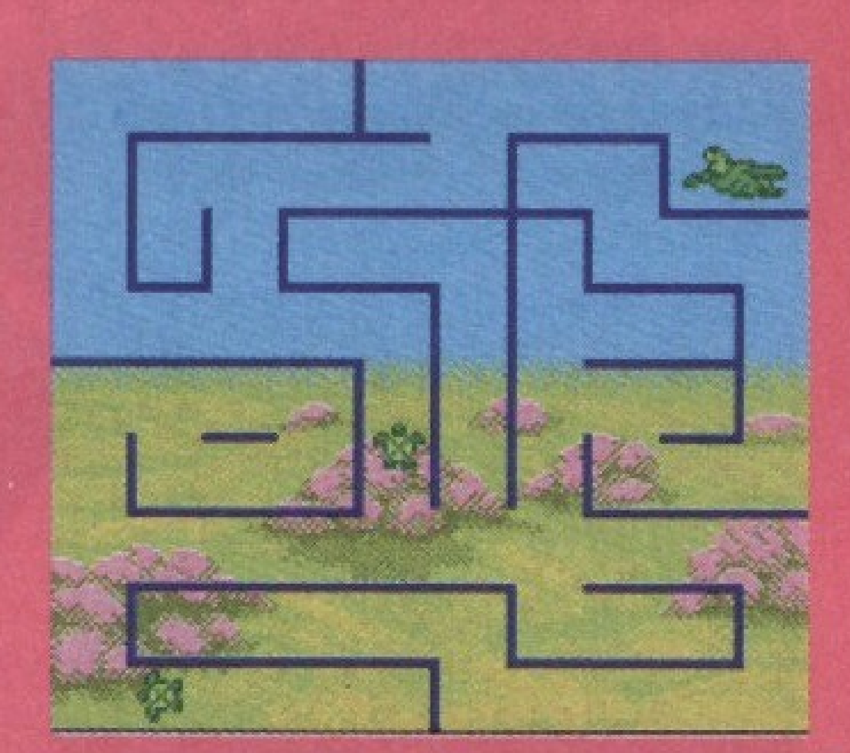
"Being a Barbie game, you'd expect it to be a bit fluffy!"

Wonderful job! You've found another piece of the treasure map!
PASSWORD: HK??HT

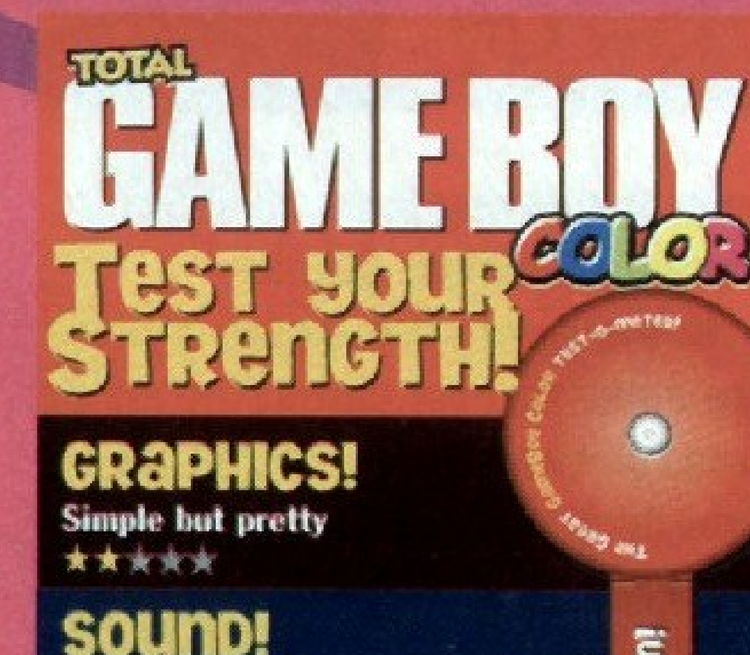
Who'd believe she was over 40? Maybe it's the plastic surgery!



Wouldn't it be great to find loads of treasure at the bottom of the ocean – no more school!



One of the earliest puzzles... get the baby turtle through the maze to its mother.



TOTAL GAME BOY COLOR – TEST YOUR STRENGTH!

GRAPHICS!	Simple but pretty	★★
SOUND!	Nothing special	★
PLAYABILITY!	Dead easy for the youngsters	★★★★
LASTABILITY!	Older players will finish too quickly	★★★

HE-MAN! / BUTCH! / WEAKLING! / WIMP!

OVERALL! 50%

NOT ENOUGH VARIETY. YOU'LL SOON GET BORED!



2nd Opinion!

YEUCK! IT'S FOR GIRLS!

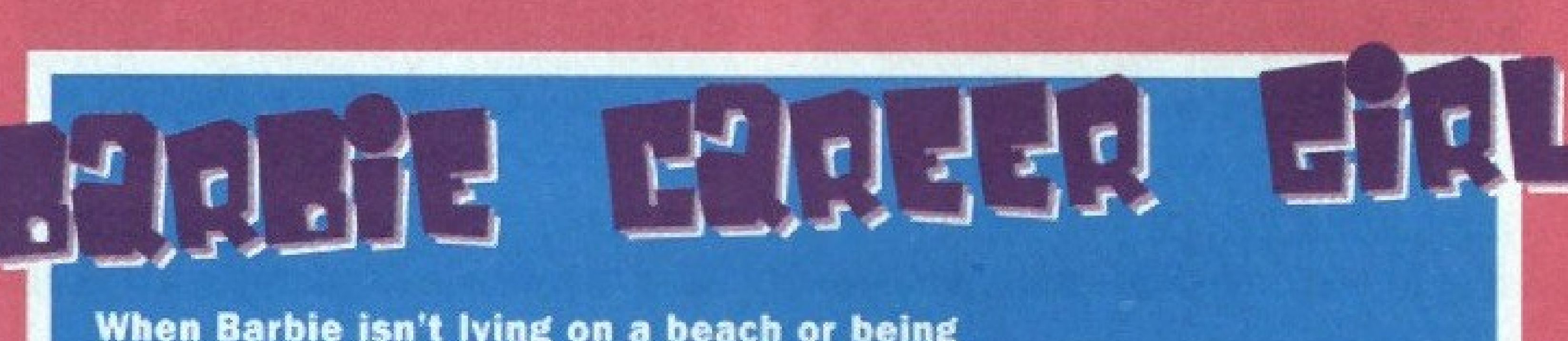
If you're a person of the male kind, – steer well clear of this game. But then, you obviously would, wouldn't you? If you're a girl, however, you'll find this the perfect Game Boy Color adventure. It's not too taxing on the gameplay front – in fact it's exactly the opposite. Even your blind granny could complete this with little effort.

NICK





There's nothing to fear on this sunken pirate ship.



Barbie Career Girl

When Barbie isn't lying on a beach or being taken out for dinner by long-term boyfriend, Ken, she has achieved quite a lot in her forty years. From teacher to doctor, life guard to US President – you name it, this girl's done it. And now, to top it all off, she makes her acting debut in *Toy Story 2*. There really is no end to her talents...





QUICK TIP!

Get breeding as soon as you have a female and male monster aged ten or over. Specially bred monsters have more special skills, higher attributes and a higher maximum maturity level.

Dragon Warrior Monsters

ENTER A WORLD OF DRAGONS AND... WELL... MONSTERS REALLY!

Reviewed by MARK H

Any Game Boy fan worth their batteries will have been playing one game last Christmas. The mighty *Pokémon*, where life is one big happy monster hunting ground.

As usually happens when a game achieves any kind of fame, you get a number of followers. Often they'll be shameless copycats but once in a while you get a game that tries to bring its own teeth into the mix.

Dragon Warrior Monsters is one such game. Sure... it owes more than a debt to Nintendo's mighty Red and Blue money maker, but as much as it's copying *Pokémon* it's also attempting to be different from it.

manic monsters

For a start it's much more of a traditional RPG with a highly developed story revolving around a young boy named Terry whose sister has just been kidnapped. He has to journey to the land of the Great Tree where he must survive by training up the monsters he can befriend.

The training aspect is much more highly developed than in *Pokémon* and you can even breed any female or male monsters to create new little critters. This adds a huge new angle to the game as you can breed almost fifty thousand different monsters. Many of the worlds are also randomly generated so no two games are ever the same.

Dragon Warrior Monsters is different to *Pokémon* in several ways. You're not collecting monsters (as you can make an infinite number of new ones) as much as you're creating them to work through the brilliant story.

The only real problem is that no matter which way you look at it, it just ain't *Pokémon*. Get the big 'P' first and when you've got a taste for monster hunting, get *Dragon Warrior Monsters* as well.

MARK H

I told you we should've bought a map at the gift shop.

It was number three officer! That's the monster that nicked it!

'No two games are ever the same!'

2nd Opinion!

POSING AS POKÉMON!

I agree with Mark here – *Dragon Warrior Monsters* is an obvious attempt to cash in on the current trend for games with little monsters in them, started by Nintendo's own *Pokémon* series. Eidos has managed to pack some unique features into this game though and I really enjoyed playing it. Games like this are never going to set any new standards in graphics or sound effects, but with a good solid story line behind the action and a couple of neat twists and turns, this game is a worthy purchase even if you've already got the 'P' game!

NICK

ONE MAN AND HIS BLUE FURRY DOG

Terry's our hero. He falls asleep one night and an evil monster steals his sister. Now he has to journey to the land of The Great Tree to rescue her.

Watabou is a good monster. He comes to Terry whilst he's asleep and transports him off to The Land Of The Great Tree so that he can save his sister.

TOTAL GAME BOY COLOR TEST YOUR STRENGTH

Hum Dinger! The Game Boy Color Test-o-meter!

GRAPHICS! It looks awesome! ★★★★★

SOUND! Brilliant SFX and nice music ★★★★★

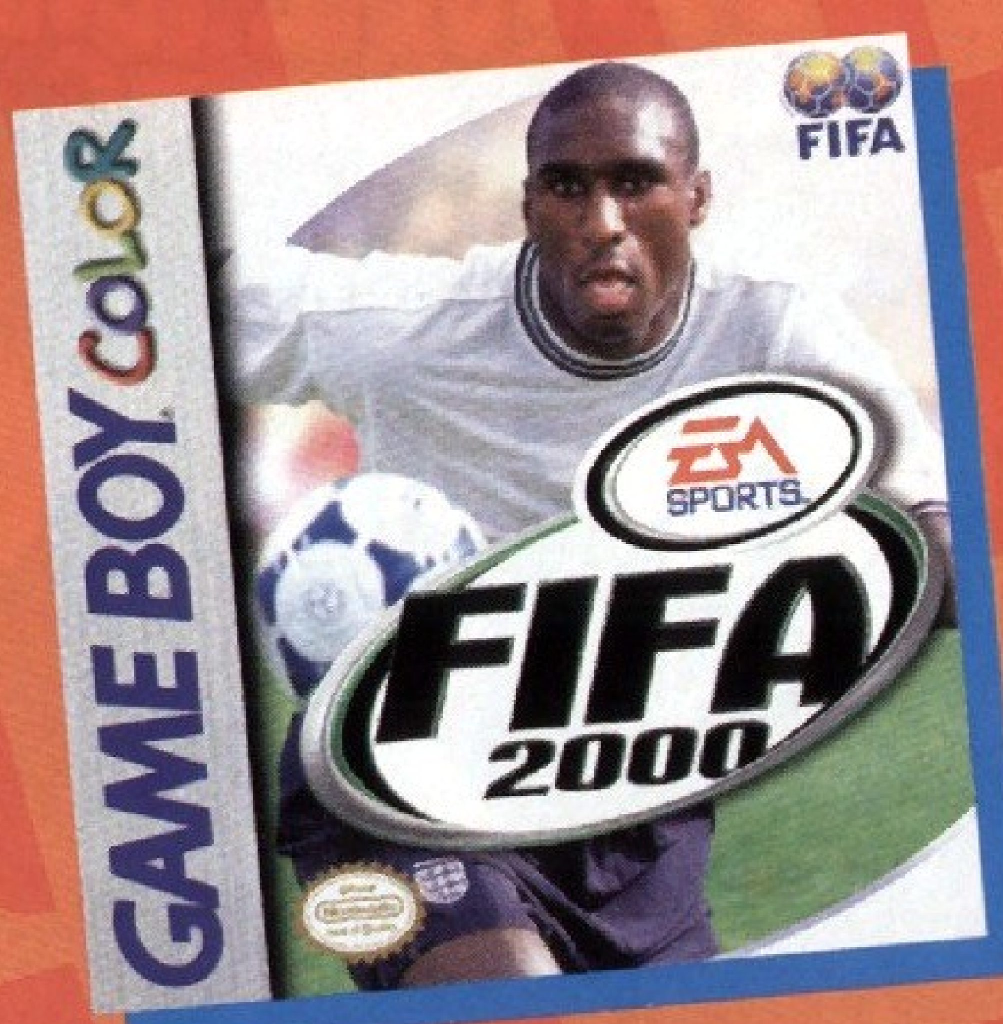
PLAYABILITY! The Great Tree's a huge world ★★★★★

LASTABILITY! It'll go on and on... ★★★★★

He-man! / Butch! / Weakling! / Wimp!

OVERALL! 92%

MONSTER, MONSTER... A MONSTER GAME!



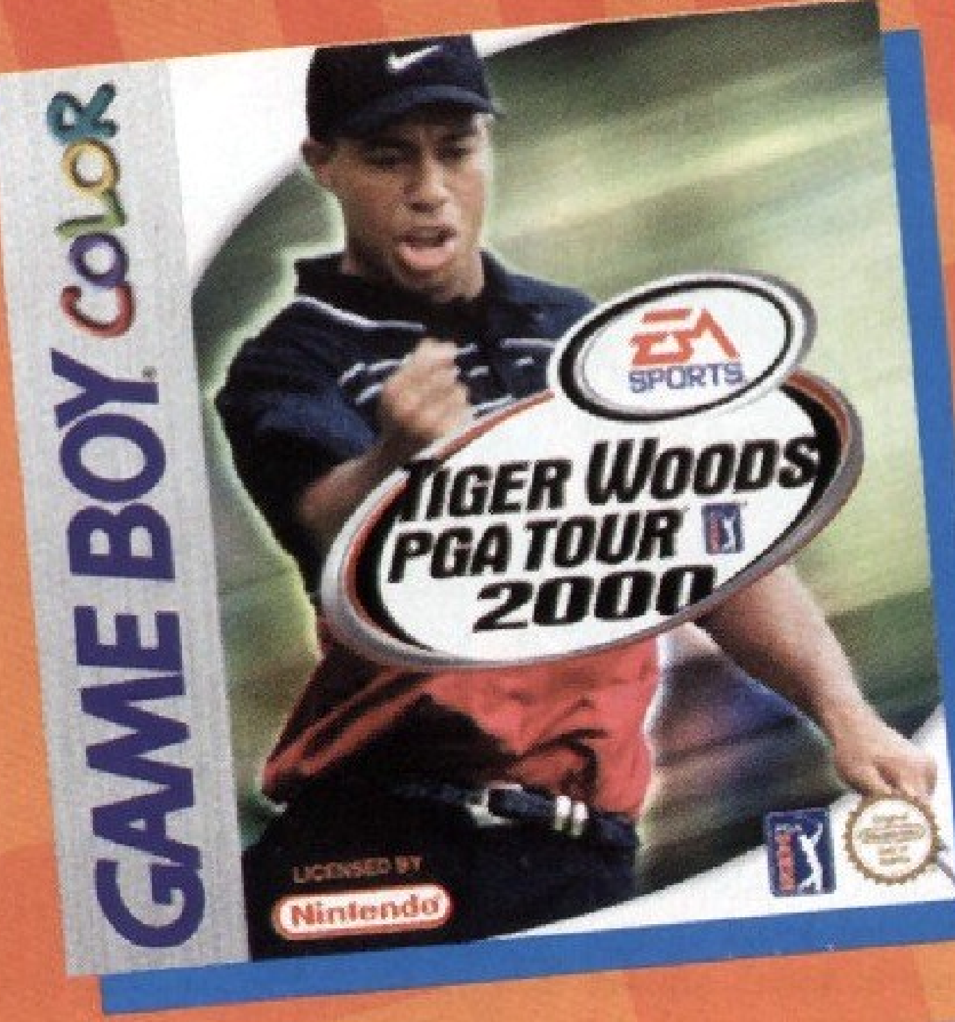
Featuring...

- 5 play modes - Exhibition, Tournament, playoffs, League and Indoor Matches
- More than 50 teams from around the world to control
- New indoor tournament format
- Improved gameplay
- Enhanced Game Boy Color graphics
- Detailed player, team and game statistics



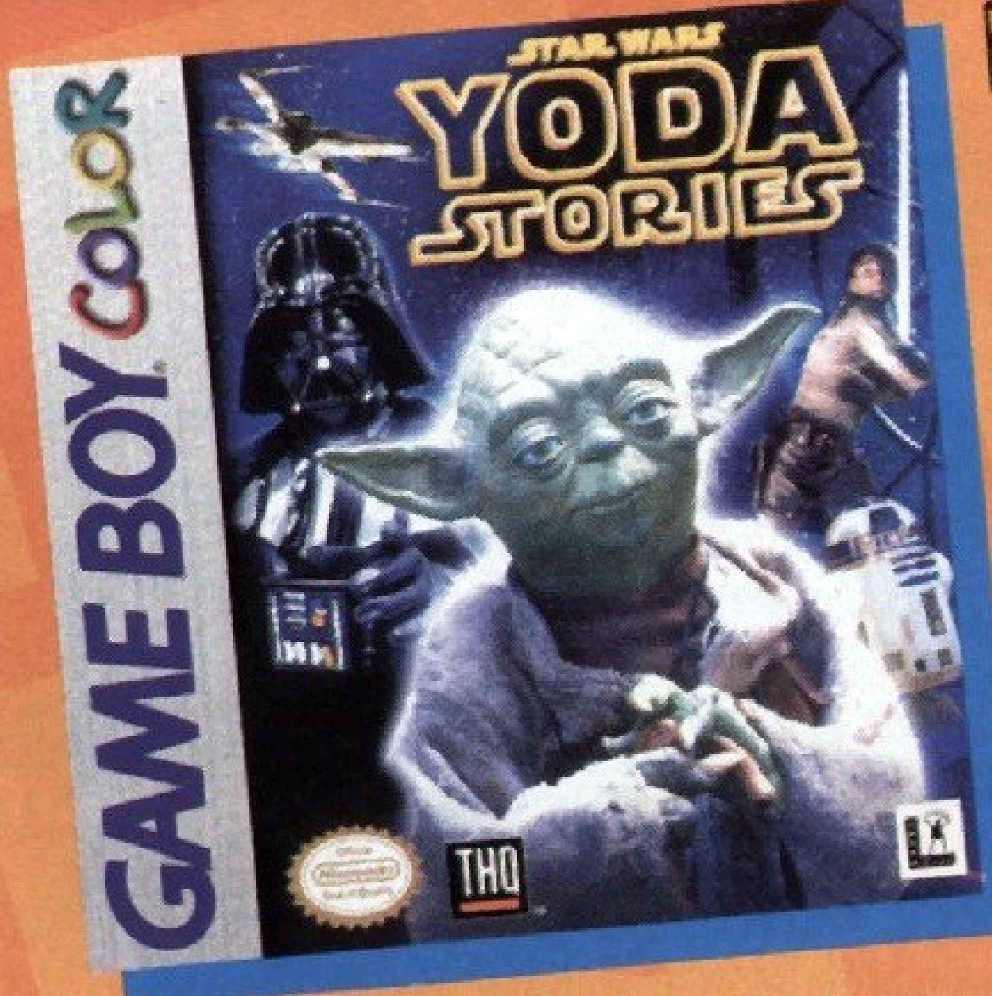
Featuring...

- 40 addictive and varying tracks including 5 bonus courses
- Race 15 different vehicles across terrain ranging from the breakfast table to the chemistry lab
- A high level of AI, making the opposition more realistic
- Incredibly detailed graphics for both vehicles and map terrain
- Hidden bonus tracks and secret vehicles
- 14 different game modes, including a frantic multi-player option.



Featuring...

- Four modes of play - Stroke, Tournament, Skins and Shoot-out.
- Six Golf pros, including Tiger Woods, Craig Stadler and Davis Love 111
- Authentic courses - Try your luck on Hole 17 at Sawgrass
- Unique interface - view course conditions, change clubs, set the spin and aim your shot
- Realistic ball physics - Control the Hook, Slice, and Spin to adjust for the weather



Featuring...

- Ten levels of exciting "Star Wars" action
- Numerous puzzles to solve
- Tons of weapons, characters and vehicles from the Star Wars Universe
- Varied game modes and difficulty levels
- Countless enemies all over the galaxy to defeat
- Compatibility with Super Game Boy



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Reviewed by Mark H

INFO!	
How much?	£19.99
From who?	Infogrames
Whenz it out?	Out now
Kind of Game?	Action

QUICK TIP!
Whirl, twirl, smash and bash everything that moves. You'll be amply rewarded for spinning into loads of enemies on the trot. Hit enough bad guys and they'll leave bonus energy and special weapons for you.

Tasmania munching ma

Spinny, grinny action with Taz!

He rotates faster than a washing machine on super-spin and eats more than a fat bloke at a free pork-pie festival! Yes, we're talking about Taz – everybody's favourite gyrating goon!

In this unique game you have to guide the eternally hungry hairy one around eight massive levels, scoffing everything in sight. There's more to the game too (though not much more, admittedly) with you gaining gold medallions for munching prowess and beating up the big bad boss guys.

At first glance, *Taz* may not seem all the impressive. The graphics are a bit smaller than you expect in Game Boy Color games (probably because it's coded to work on the old-school Game Boy as well) and the game appears almost ridiculously simple. All you seem to do is run around spinning into undistinguished bad guys and grabbing the occasional bit of ham or fruit.



Give it a chance!

Give it a chance, though, and *Taz* shines more brightly than the sun in the Tasmanian outback. The levels are absolutely huge, and just when you think you've seen everything, you realise there's about twice as much ground for you still to cover. 50 pieces of food are hidden in each level and you have to find every one before you can move onto the next level.



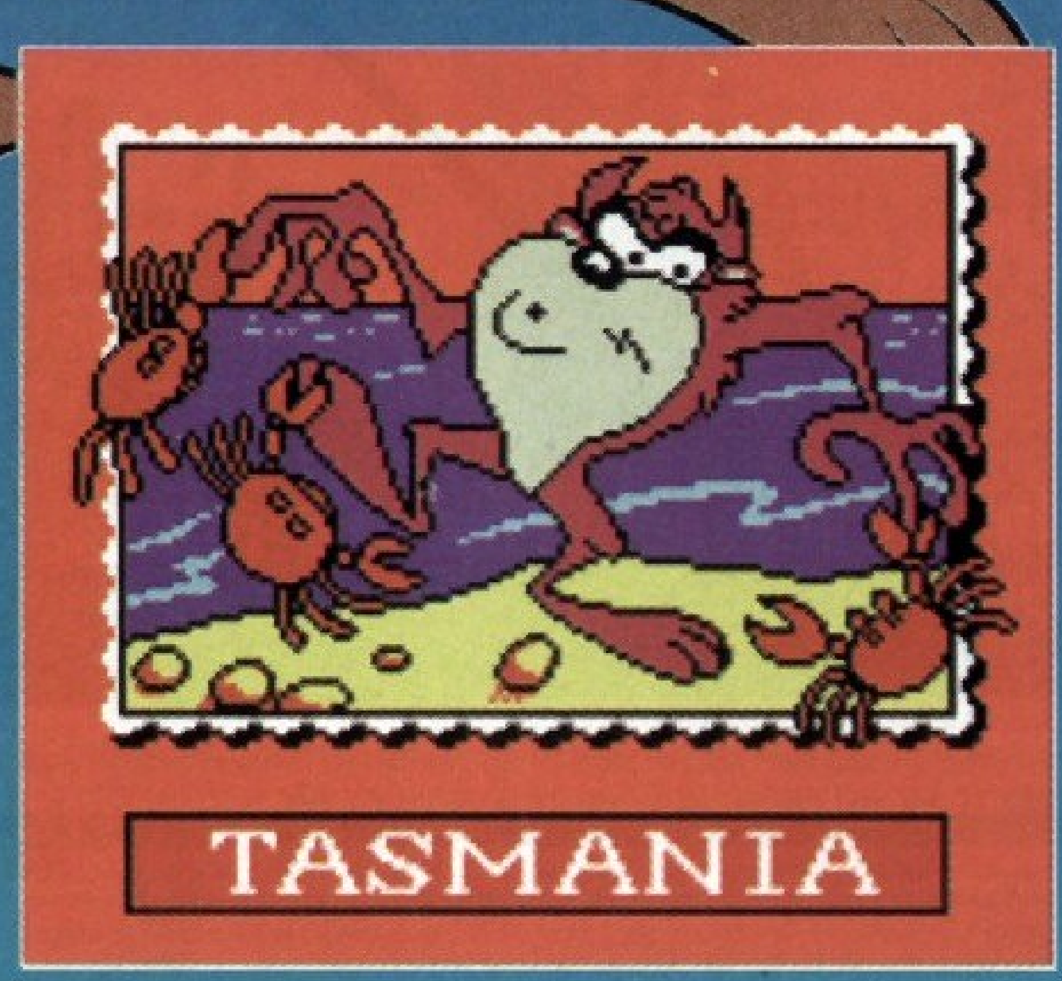
All alone on a small island – can Taz survive on coconuts alone?

Get killed and it's back to the start with a very hungry Taz.

You also have to search for five gold medallions. These can be hidden in hard-to-reach places or by fighting a big bully. And as if that wasn't enough action, you also have to work through eight of these never-ending worlds before you get to the final showdown with Taz's arch enemies Bull and Axl.

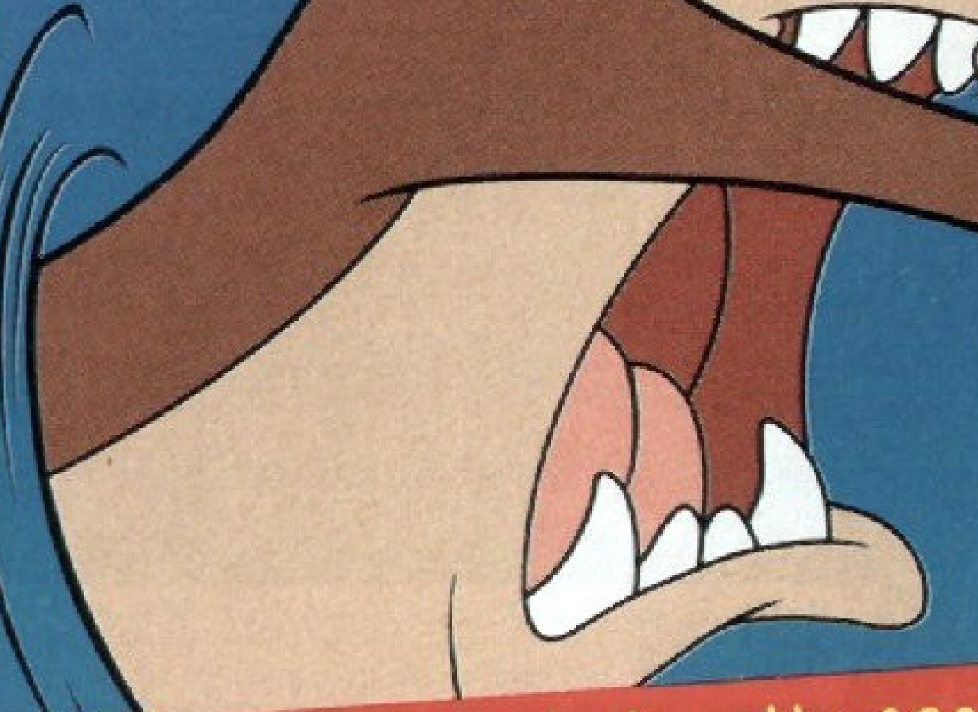
Food search!

Finding the food can be difficult but to help you on your way, stand



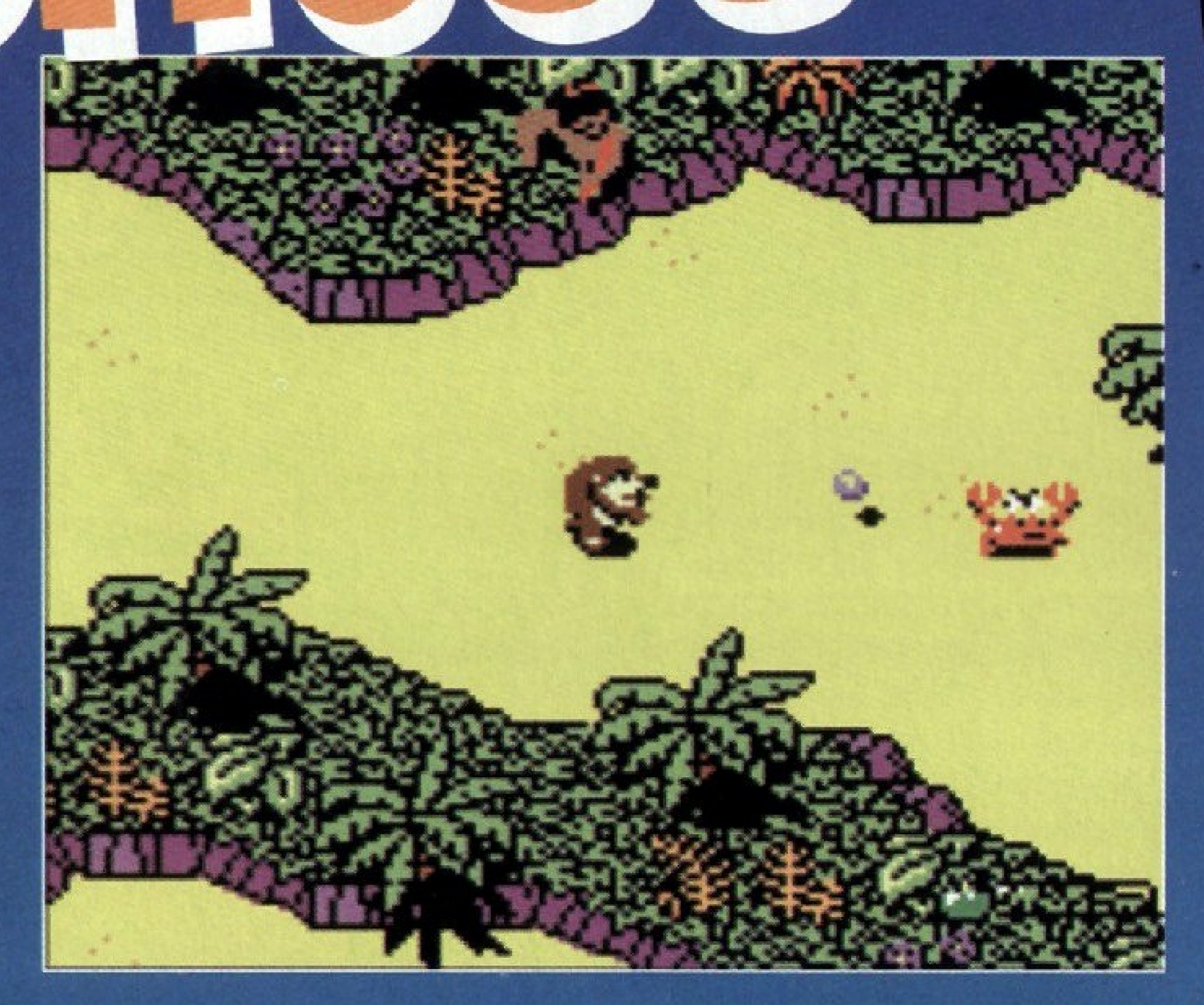
You get a great little cartoon picture of Taz before each new level.





"On his travels Taz gets to meet all his friends from the cartoon!"

an Devil dness



still and Taz'll jump up and down pointing to the nearest piece of food. The game soon becomes addictive as you try to find your way around the maze-like levels to get every tasty treat without losing all your energy from your regular rumbles with the local population.

On his travels, Taz gets to meet all his friends from the cartoon. Stop and chat to them and they'll give you hints on where to find gold medallions or how to beat up the bosses. You can even meet 'The King' (that's Elvis to me and you) when Taz goes to Las Vegas.

One gripe is the lack of a battery saving mode. The password system is far too familiar on the Game Boy Color and although sometimes it works well enough, *Munching Madness* would have really benefited from a mode of this kind.

This alone isn't enough to keep a spinning Taz down though! It's an odd but strangely addictive game that sinks its teeth into you and once you've nibbled on it, you'll find that hours of your time get swallowed up.

MARK H

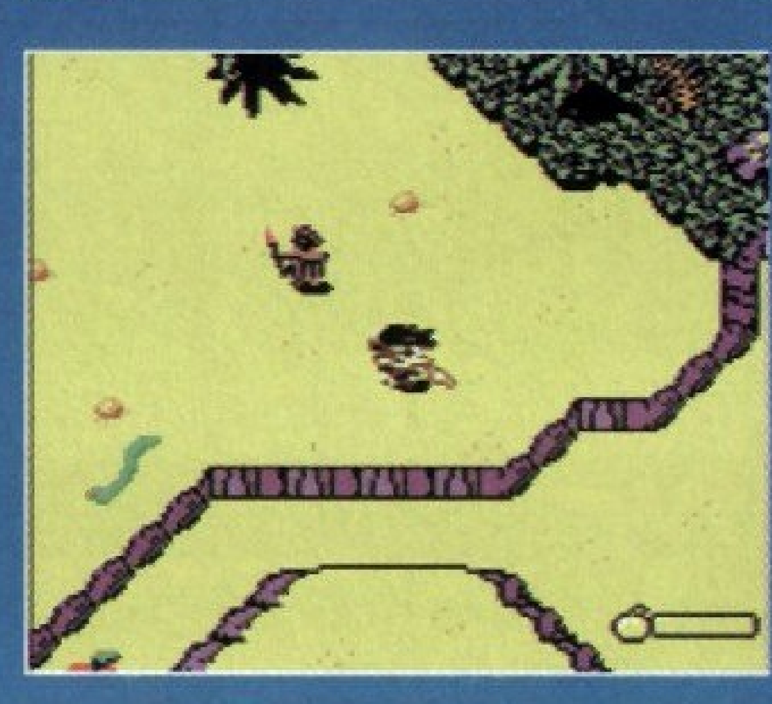
2nd Opinion!

Tizzy Taz is tosh!

Sorry Mark, I just can't agree with your comments on this game! I found Taz to be a mite annoying! The tiny sprites are very difficult to make out on the small Game Boy Color screen and making jumps over the water was a real hit-and-miss affair. There are far better cartoon character games out there to try – give *Obelix* or *Mickey's Racing Adventure* a try if you want a fix of great cartoon capers!

NICK





You spin me right round baby, right round like a Taz baby...

Total Game Boy Color Test your strength!

Graphics! Small characters, huge levels ★★★★★

Sound! Okay, but no cartoon theme – boo! ★★★★★

Playability! This is where it's at – brilliant! ★★★★★

Lastability! The levels are outrageously huge ★★★★★

Overall! 85%

A SUPERB FAST-SPINNING STORMER!

He-man! Butch! Weakling! Wimp!

The Story So Far...

Want to know the reason behind the madness? The intro tells you exactly why Taz has to munch his way around the world. Well... sort of!



Wendle Wolf and Taz are spotting by the hunters Bull and Axl.



The witless Axl gives Taz a cheery wave to wind him up.



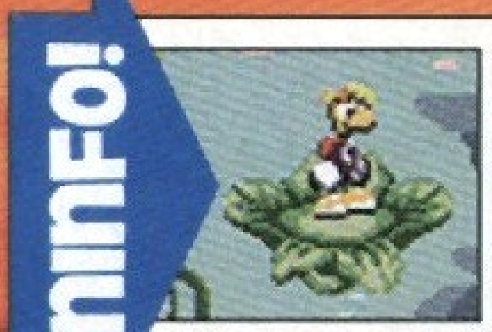
Whilst Axl get's torn apart by Taz, Bull steals off with Taz's best friend.



They leave for Vegas – Taz'll need lots of cash to go there!



All Taz can do is jump up and down – and get ready to eat!



ninfo!

How much?	£29.99
From who?	Ubi Soft
Whenz it out?	Out now
Kind of Game?	Platform



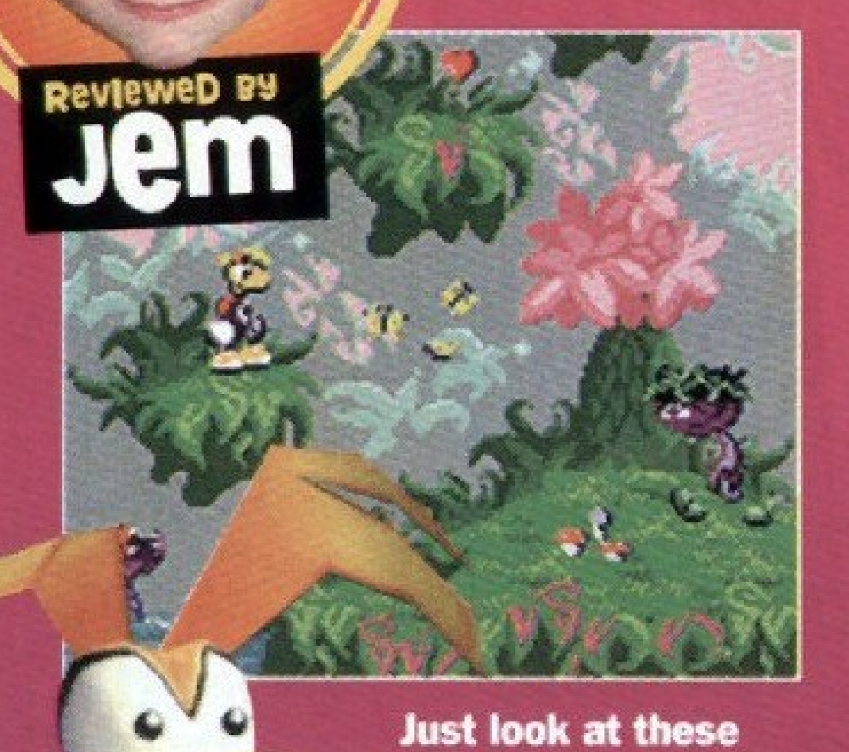
QUICK TIP!

There's no timer on these levels, and there are plenty of hidden bonuses so take it easy, take it slow, and take this adventure for every penny you can get!

Rayman

THE GAME BOY GETS JIGGY WITH THE CRAZY 3-D FAVOURITE!

Reviewed by Jem



Just look at these amazing graphics!

If it is possible for a game that is less than a decade old to be a classic, it has to be the legendary Sega Saturn and PlayStation romp *Rayman*. Revolutionary graphics and superb gameplay guaranteed millions of happy gamers all those years ago but, unlike the Saturn, the brave Rayman is still going strong today, with *Rayman 2: The Great Escape* available, and now, for the first time ever, the original psychedelic adventure is out to buy for the Game Boy Color.



ace adventure!

And what an adventure it still proves to be. You'd expect the odd glitch here and there when it comes to transferring a 32-bit platformer to the tiny screen, but



the graphics and gameplay are just as vibrantly compelling as ever. It's so faithful to the original, you'll hardly believe you're playing a handheld game at all! True, the sound leaves just a little to be desired at times, but as you travel around the levels, astounding detail after detail will leave you flabbergasted at the Game Boy Color's capabilities.

With a full and funny story line, choice of six languages, and many hidden bonuses, there's never been a better excuse to start swinging on the Game Boy!

Jem

The Game Boy Color Test-o-meter! Hum Dinger!

2nd Opinion!

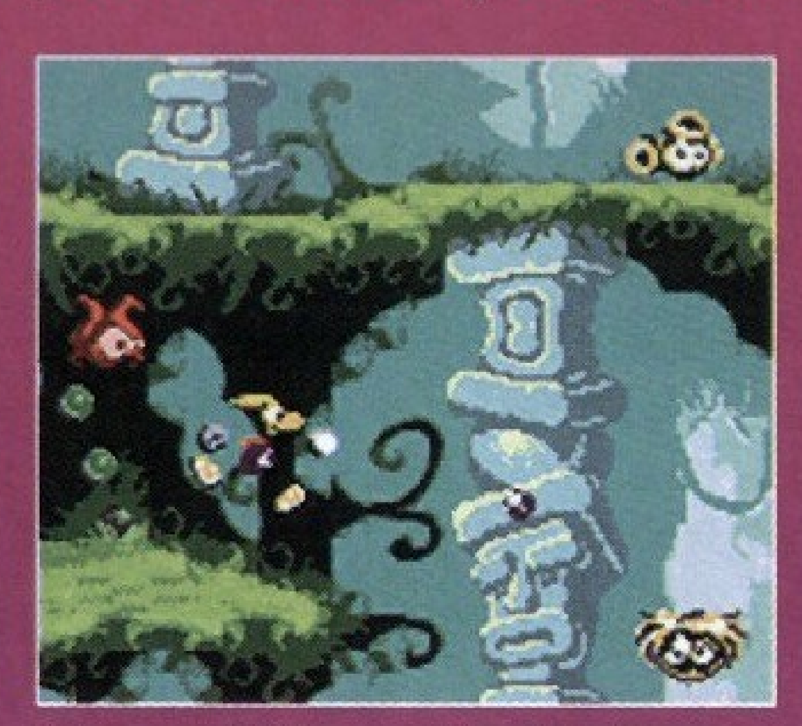
a ray of sunshine!

There's no shortage of platform games on the Game Boy Color, but none of them come close to touching the brilliance of *Rayman* from Ubi Soft. The size of the sprites, the colour packed into the graphics, the exciting gameplay and the great story line all add up to create what is effectively a PlayStation game on the small screen. This is a must for anyone's Game Boy software collection. Brilliant!

Nick



Little Rayman can spin his ears to create a handy helicopter effect!



It's pure platform action all with way with Rayman from Ubi Soft!





Look! He's got no arms and legs!

ONCE UPON A TIME...

When the crazy limbless adventurer first appeared on the Sega Saturn in 1911 (or thereabouts), the psychedelic worlds and colourful graphics earned him many fans. It has to be admitted, however, that the story is pure videogame hokum.

The imaginatively titled Rayman World, you see, used to be a lovely place, with nature and people living in harmony. That was until the mysterious Mr Dark stole the Great Protoon, defeating Betilla The Fair and plunging Rayman's home planet into strange nastiness.

Our hero is the only one who can collect all the little Electoons that make up the Great Protoon and restore balance to the universe. And he does this by swinging about on branches and eating green bubbles. But who cares, as long as the adventure is fun?

"It's so faithful to the original, you'll hardly believe you're playing a handheld game at all!"

TOTAL GAME BOY COLOR Test your Strength!

The Game Boy Color Test-o-meter! Hum Dinger!

GRAPHICS! Close to the original

SOUND! Plink-plonk plink plonk...

PLAYABILITY! Plenty to keep you occupied

LASTABILITY! Win and you're done

He-man! · Butch! · Weakling! · Wimp!

OVERALL! 92%



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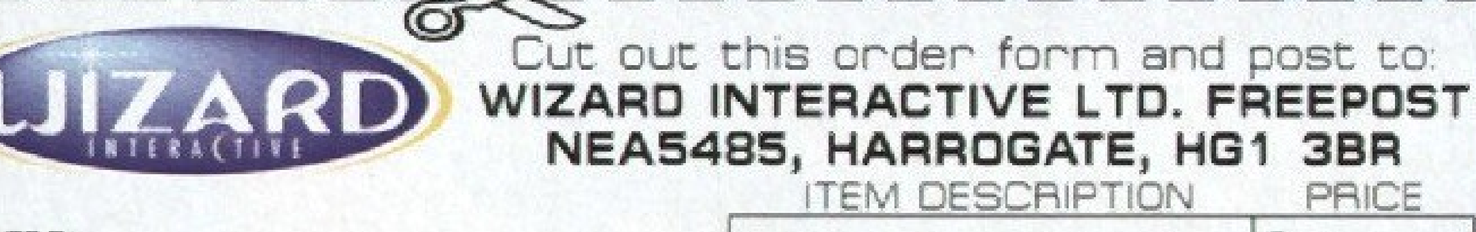
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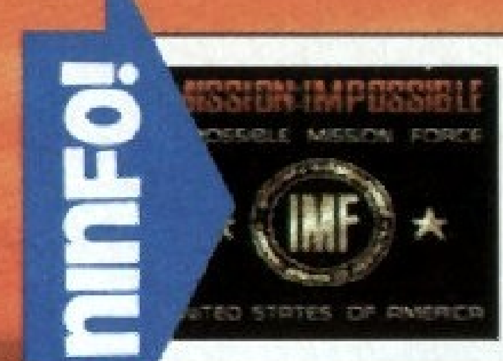
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NINFO!

How much?	£24.99
From who?	Infogrames
Whenz it out?	Out now
Kind of Game?	Action



QUICK TIP!

Keep getting lost in the levels? If you're looking for a certain house (like the safe house, for example) it'll always be a grey colour. It will be the only grey door, so ignore every other one and keep searching.

Reviewed by **Mark H**

A HUM DINGER? IS IT POSSIBLE?

MISSION: IMPOSSIBLE

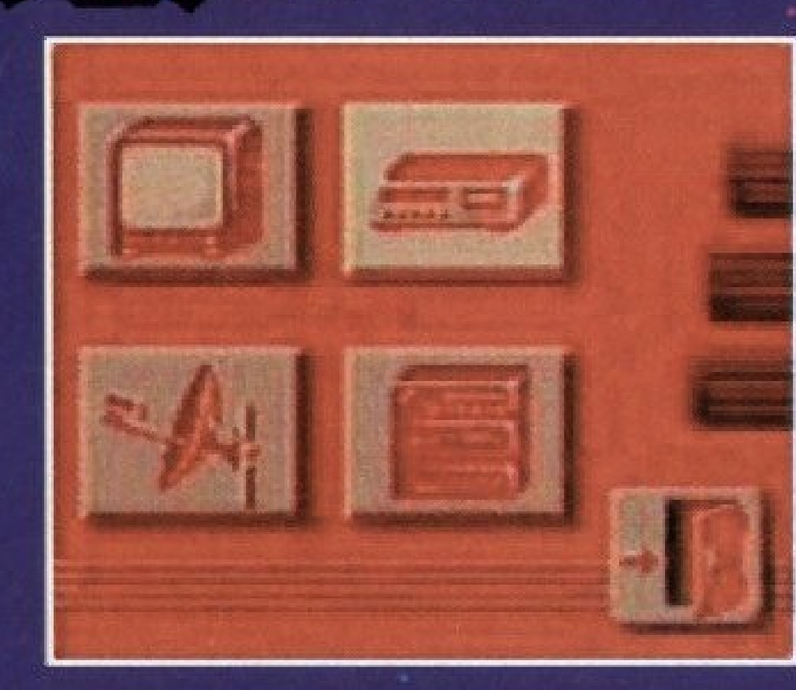
"A great game made even better by the bonus extras you get with the cart!"



The Game Boy Color Test-o-meter! Hum Dinger!

INFRARED HEAVEN!

It's more than just a game! In true spy-gadget nature, this cart doubles up as a calculator, address book and remote control! You can use the cart and your Game Boy infrared light to control any device in your house that uses a remote control. Brilliant!



Change channels on your TV set...



Keep tabs on people...



Or do sums with your Game Boy!


High noon at the MI Corral. Keep those guns a-blazin'!


Duck and cover! He'll never get you when you're down.



So... they think they're in control do they? I'll show them!



Your mission, should you choose to accept it, is to read this review and decide whether or not you want this game from Infogrames. Listen carefully, for I will say this only once!

Mission: Impossible is a mixture of action, adventure and spy-like stealth that will tax your gaming ability to the max. You control Ethan Hunt and guide him through city streets, houses and posh embassy functions. Working against you are rival spies who you can either avoid or shoot with your silenced pistol – but you are rewarded for using stealth rather than brute force.

X-Ray Specs!

Each mission consists of a carefully constructed set of objectives which are given to you by your top-secret transmitter. On the first level, for example, you must gain entry to the Embassy. To do this you must meet a contact by the statue, make your way over to the safe house to pick up a key and then get into the Embassy by sneaking in through the back door.

The adventure aspect is great and you really get a feeling of taking part in a top-secret story rather than just running around picking up items. This game taxes your mind more than your ability as a sharp shooter.

There are a few small problems with the game though, one of which is the way you can be killed or captured in an instant and have to restart the mission from the beginning. As you don't always know what's around the corner, it can drive you crazy when you make a single mistake and have to work through everything again. On the other hand, you do tend to get slightly further every time you play and soon become addicted to getting through the level.

Clever Disguises

The graphics are pretty good and the levels are especially well drawn, with locations crammed full of detail. The characters are big and nicely animated – the game really puts the Game Boy Color to good use.

Mission: Impossible is a great game and it's made even better by the bonus extras you get with the cart! There's a calculator, an address book and space to store information on all the missions you've worked on. The real star, though, is the capacity to use your Game Boy Color as a remote control device to change channels on your television, adjust your hi-fi or control just about any household device that uses an infrared link! It works by copying the transmission of your remote control and sends out the signals via the Game Boy Color's infrared port. It may be a gimmick but it's a darn good one and this alone is worth buying the cart for!

We reckon *Mission: Impossible* is fantastic. The adventure is addictive, the graphics are great and even the theme tune is kicking. Take all that and add a ton of novel extras and you've got a game well worth buying.

Mark H



2nd Opinion!

Dum, Dum, Der, Der!

What a crackin' game! This cart is worth buying for the music alone – a great rendition of the remixed *Mission: Impossible* theme tune. The programmers have done a great job with ten packed-to-bursting missions to complete, a host of extra features that are unique to the Game Boy Color and plenty of polish on the top! This is a fantastic game that I can thoroughly recommended!

Nick



Graphics! Brilliant characters ★★★★★

Sound! The theme tune kicks away ★★★★★

Playability! Addictive and annoying! ★★★★★

Lastability! A huge and hard adventure! ★★★★★

Overall! 90%

Accept this mission!

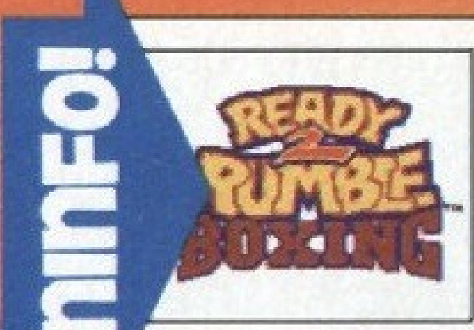

Just another impossible day at the office.


Hi-ya! You'll never take me alive copper! Oh... okay then.

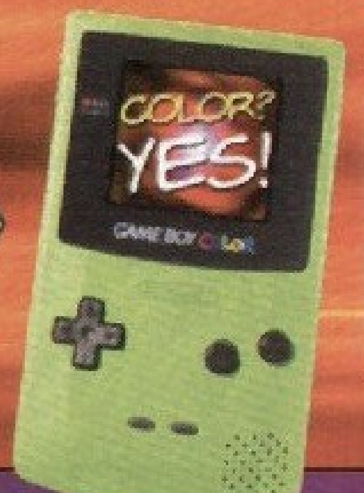

You've got a gun. He's got a bazooka. Run away!


It's all guns, guns, guns in *Mission: Impossible* – it's enough to scare you witless!

NINFO!



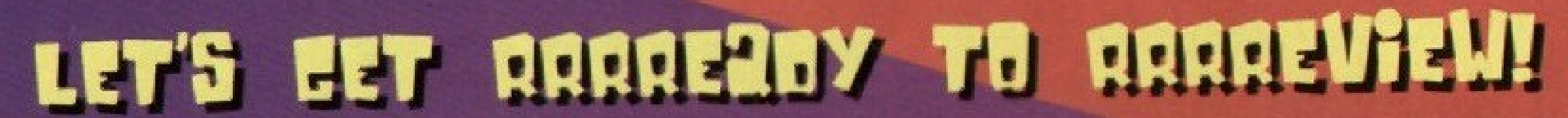
How much?	£29.99
From who?	Midway
Whenz it out?	Out now
Kind of Game?	Sports



QUICK TIP!

While you're banging away at your opponent's face, don't forget that you can also block their attacks. You may need this if you're facing Afro Thunder with only two drops of energy left!

Ready 2 Rum



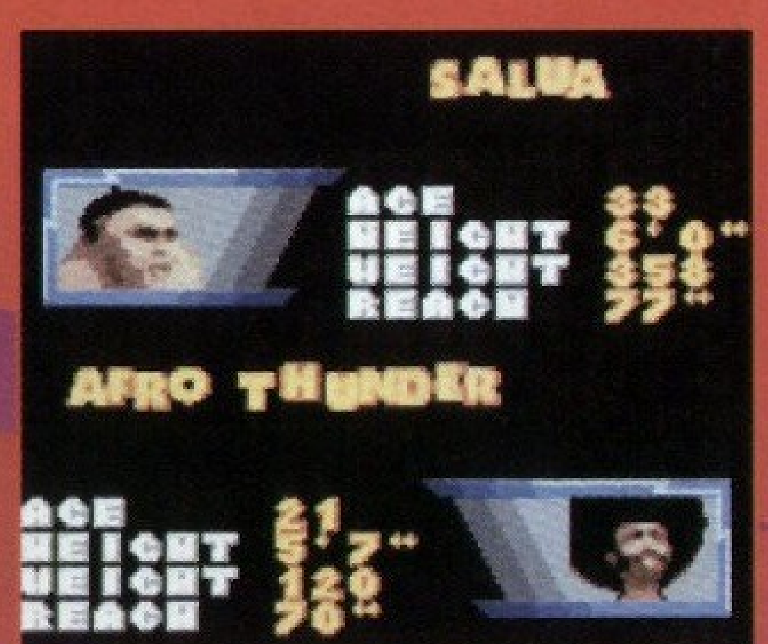
Reviewed by Jem

Slip this cartridge into your Game Boy Color and pass it to some fool who still sees the Nintendo handheld as a late Eighties grey thing with plinky-plonky tunes and a murky green screen. Then watch the grin fade from their daft face! There's no denying that, under it all *Ready 2 Rumble Boxing* is just another Midway beat-'em-up game with huge thick men and fast little women fighters, but it sure does a good job of hiding this fact!

This guy certainly has the gift of the gab – punch him quick!

It's a rumble..

The player is given enough control to be able to play in peace without annoying tunes, but one of the most startling features the title has going for it is the pretty impressive digitised speech. Switch on your Game Boy to hear the annoyingly familiar cry, "Let's Get Rrready To Rrrumble!" and you'll know that this is at least one up on the usual handheld beat-'em-ups, with their annoying music and unconvincing SFX.



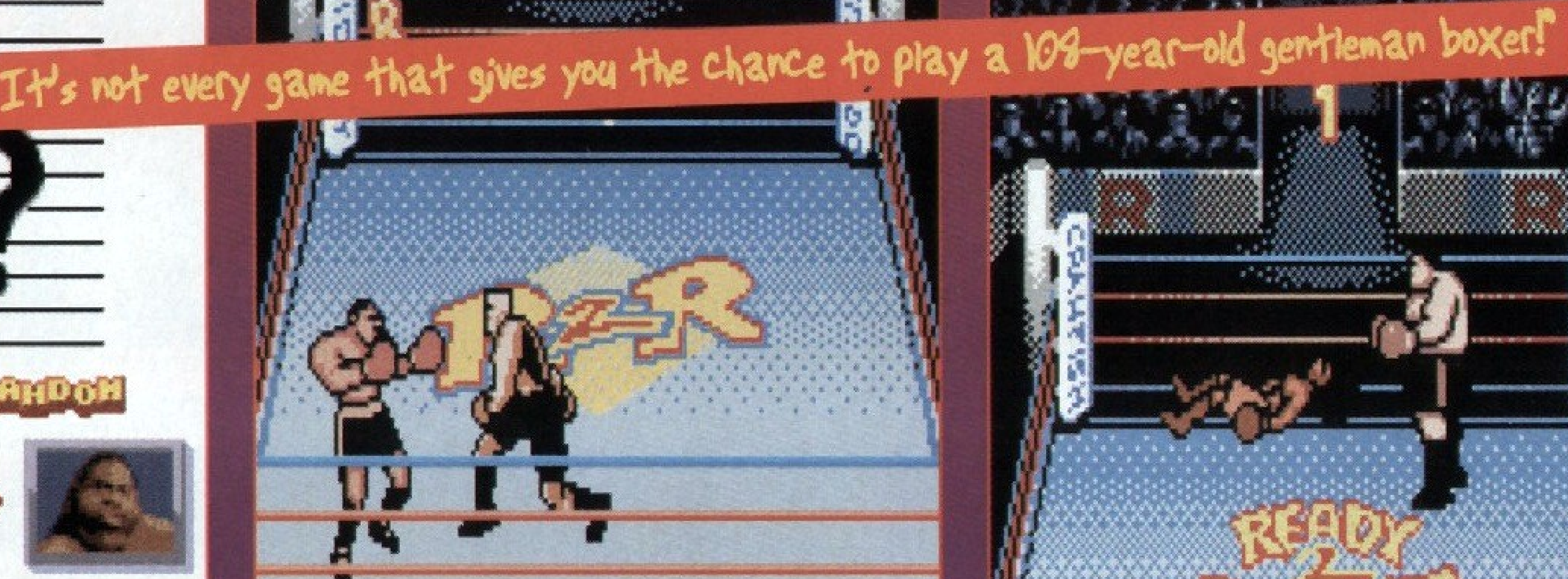
..in the jungle!

Another improvement on the run-of-the-mill fighting game is the choice of character. Of course, there are the usual meat-heads, but it's not every game that gives you the chance to play a 108-year-old gentleman boxer against a vicious young Afro-American fighting machine, and win.

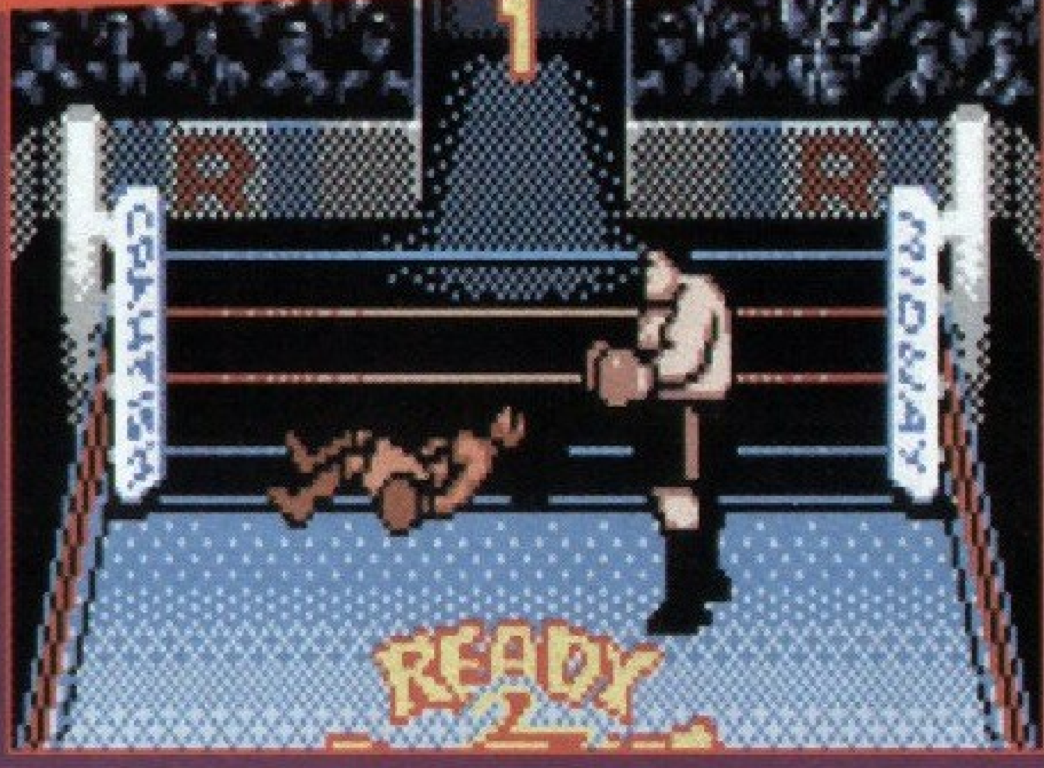
That said, there are many ways that *Ready 2 Rumble* could



You can select to have your opponent chosen at random by the Game Boy!



You've got to be pretty fast on your toes!



Oh no! Afro Thunder is out for the count – he couldn't take the pace!



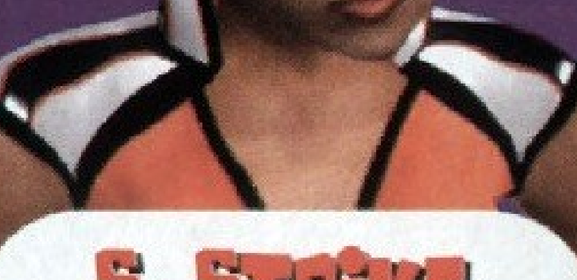
And in the blue corner...



108 year old Big Willy Johnson – gentleman boxer.

L VALENTINE

Lulu Valentine – a lady with issues.



This dusky fighting machine should not be taken lightly.

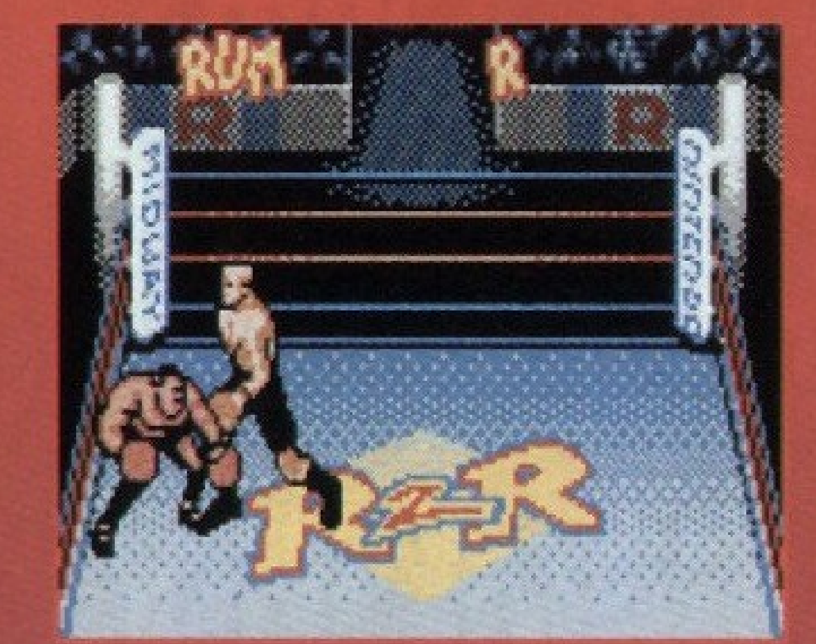


It takes skill to beat this rowdy Russian wrestler.

SALUA

Absolutely no relation to E Honda. At all.

…mble Boxing



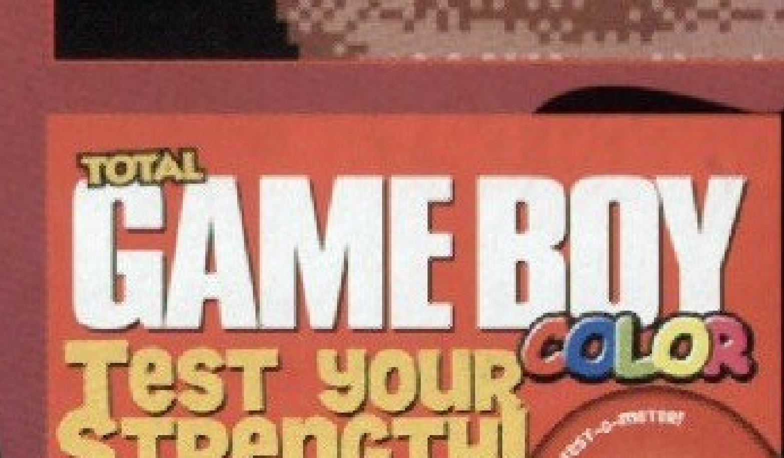
As you punch you collect letters to spell out the word RUMBLE!

be improved, especially with the dull unimaginative in-game control. At times it tries too hard to compare itself to the big brother console versions, but you'll have to look hard to find a more original fighting game released this season.
Jem



Boxing at its best?

Ooo, far too generous there Jem! I must say that I thought *Ready 2 Rumble* on the Game Boy Color was a complete waste of time – it soon had me dashing for the off button! The characters look puny, the gameplay is dire and although the presentation and sound effects are okay, there has to be more to a game to keep me interested! I wouldn't recommend this to any of you lot!
Nick



Graphics! Puts others to shame ★★★★

Sound! Better than the usual bleeps ★★★★

Playability! Plenty to entertain the enthusiast ★★★★

Lastability! Once finished, the charm wanes ★★★

He-man! / Butch! / Weakling! / Wimp!

Overall! 73%

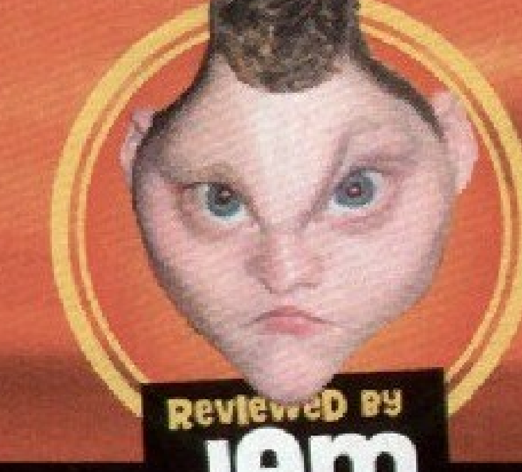
It's a case of brawn not brains!

I HUM LIKE A HERRING AND STING LIKE A BEE!

A Thunder
Afro Thunder has fists like clenched hands. Beware!



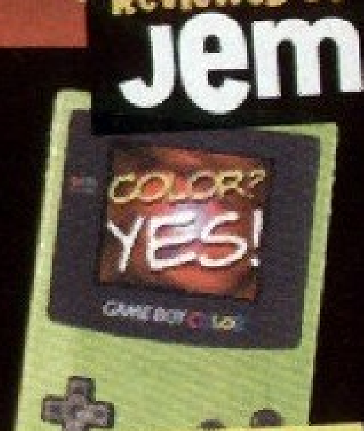




Reviewed by Jem

NINFO!

How much?	£24.99
From who?	THQ
Whenz it out?	Out now
Kind of Game?	Sports



"The sound effects and music would be laughable if they weren't so tooth-grindingly annoying!"

WWF
Wrestlemania 2000

The game for people who want a terrible time!

Let's get rrready to rrrue the day you ever bought this game! At the risk of being paid a visit by The Undertaker and his beefy comrades, nobody deserves to have to get through an entire bout of *Wrestlemania 2000*. Sure, the game's designers have given the buyer a quite impressive assortment of fight options and different game types, but the simple action of each fight is excruciatingly unentertaining.

Nutty names

Each fighter, whether it be the frankly disturbingly muzzled accountant known as Mankind, or the apparently super-cool figure of The Rock (out of a measly choice of seven), wanders aimlessly around the ring, each pixel clashing against the other as if the fighters were two mad robots walking on ice.

The sound effects and music would be laughable if they weren't so tooth-grindingly annoying, and the graphics are roughly to the standard of a ZX Spectrum. Possibly the only thing *WWF Wrestlemania 2000* has going for it is the two-player option, but ask a friend to join you in a game and they'll never speak to you again!

All in all, a depressingly boring fighting game that proves that game designers think they can get away with anything if they stick '2000' in the title. Doesn't make it any more playable!
Jem

VAL VENIS   BILLY GUNN

It looks more like a mother's meeting than a wrestling match!





Loads of information is included – but it'll bore you stupid!

NINFO!



How much?	£24.99
From who?	EA Sports
Whenz it out?	Out now
Kind of Game?	Sports



FIFA 2000

Reviewed by Jem

Let's get football crazy!

The roar of the crowd, the sense of huddled expectation as the teams come out of the tunnel, the sheer joy of watching your team bounding to the final... you don't really get any of that with *FIFA 2000*. However, what you do get is a perfectly entertaining little footie game.

Daggy detail

Some of the graphics are wonderfully detailed, despite being generally messy, and there are enough options to please even the fussiest gamer. The SFX and music aren't up to much, though, and you can soon get tired of playing on your own. At the end of the day though, football fans are the winners Des.
Jem

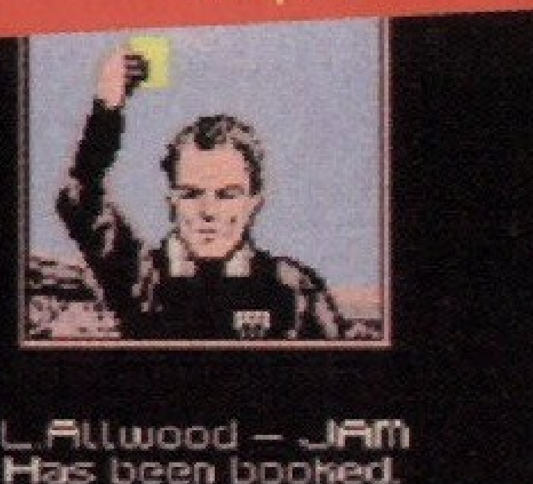
TOTAL GAME BOY COLOR
Test your Strength!

Graphics!	Not bad, but very blocky
Sound!	The crowd are frying chips!
Playability!	Perfectly playable little simulation
Lastability!	No two-player – it's a lonely game

Overall! 73%
Just as good as other footie games

He-man! Butch! Weakling! Wimp!

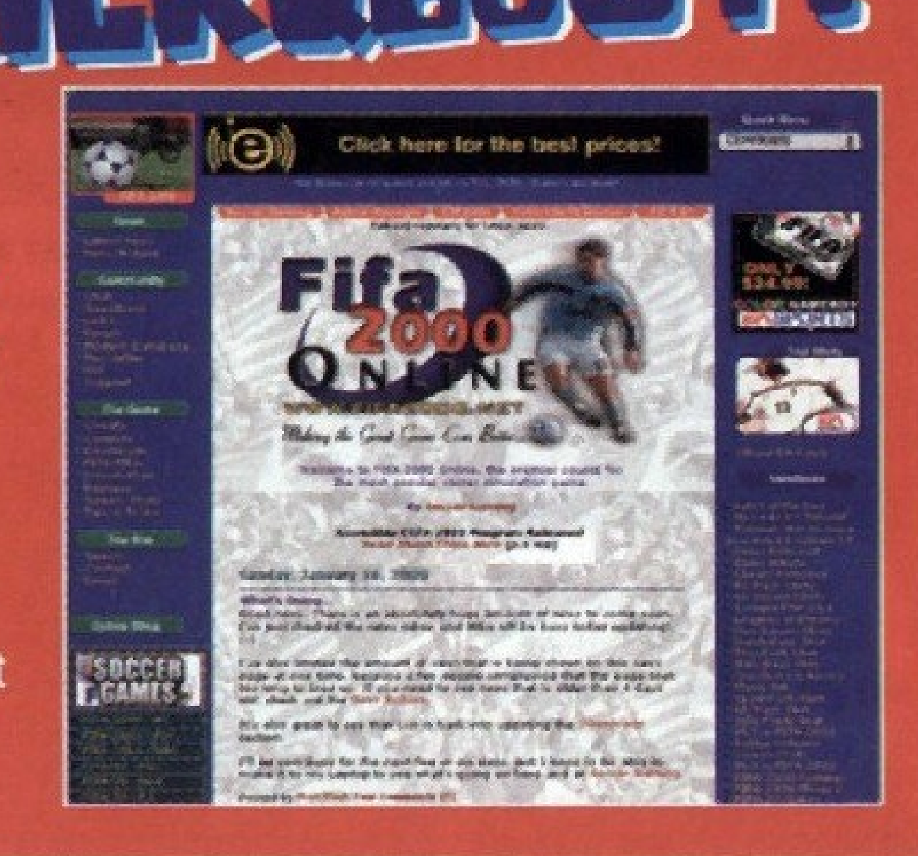
"Some of the graphics are wonderfully detailed, despite being generally messy..."



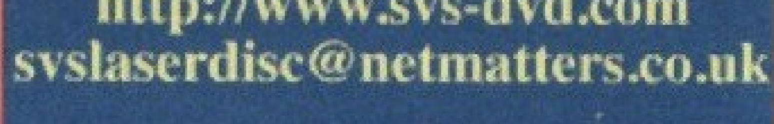


Net Kickabout!

Are you one of those lucky people who has access to the Internet? Well, if you are you can check out the official *FIFA 2000* Web site at www.fifa2000.net. It has all kinds of FIFA related information on it – everything a football nut could ever want!







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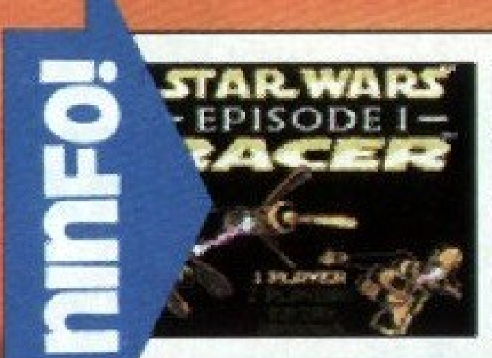








ninfo!



How much?	£29.99
From who?	Lucasarts
Whenz it out?	Out now
Kind of Game?	Racing



QUICK TIP!

Keep your eye on the top of the screen as you're racing around the courses – arrows appear to show you which way to turn next. If you don't take notice of these you're going to crash and burn!

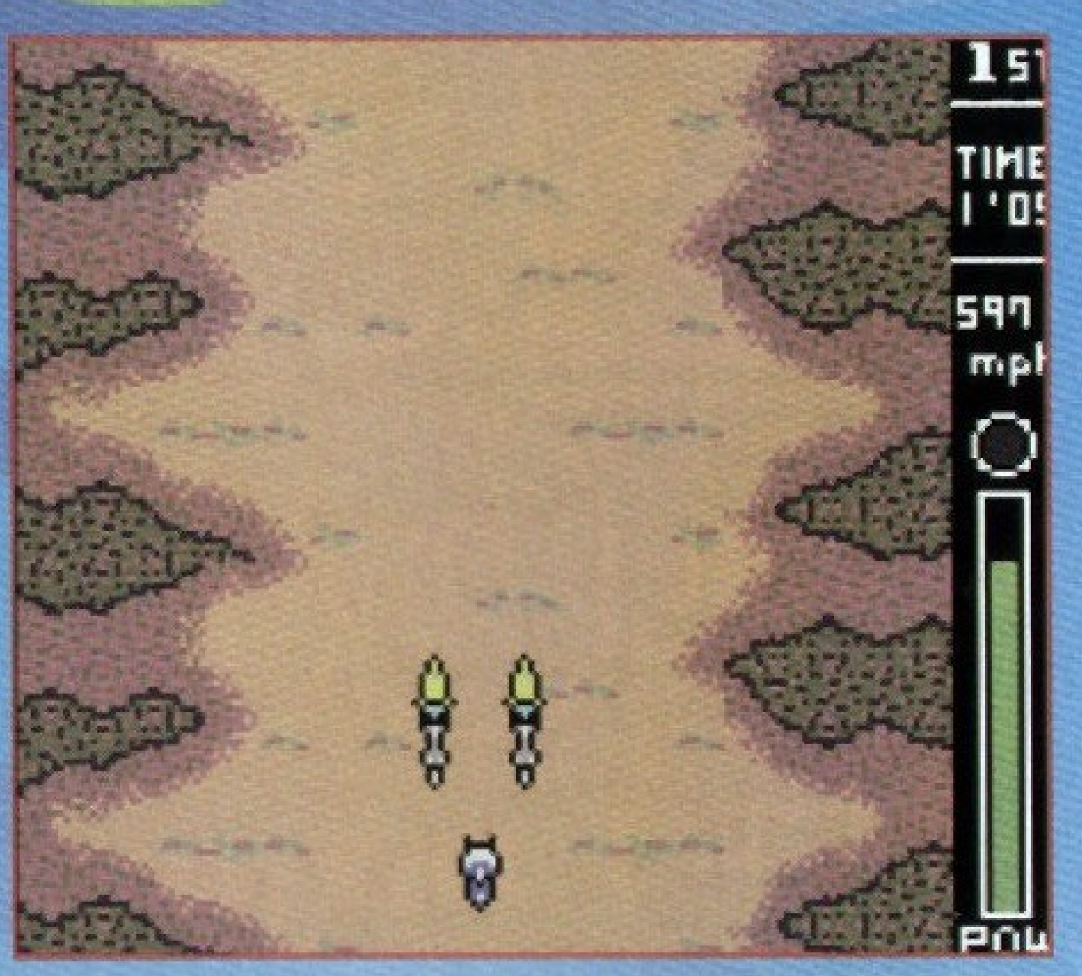
Reviewed by Mark H



The pods may be small... but they're perfectly formed and look great when they're moving.



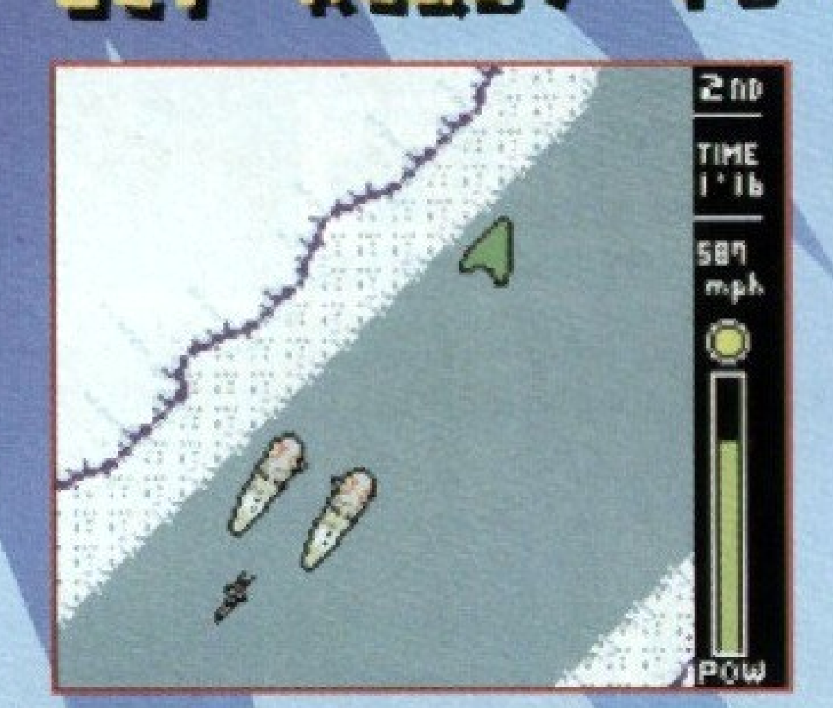
The Game Boy version retains all the excitement of its Nintendo 64 big brother.



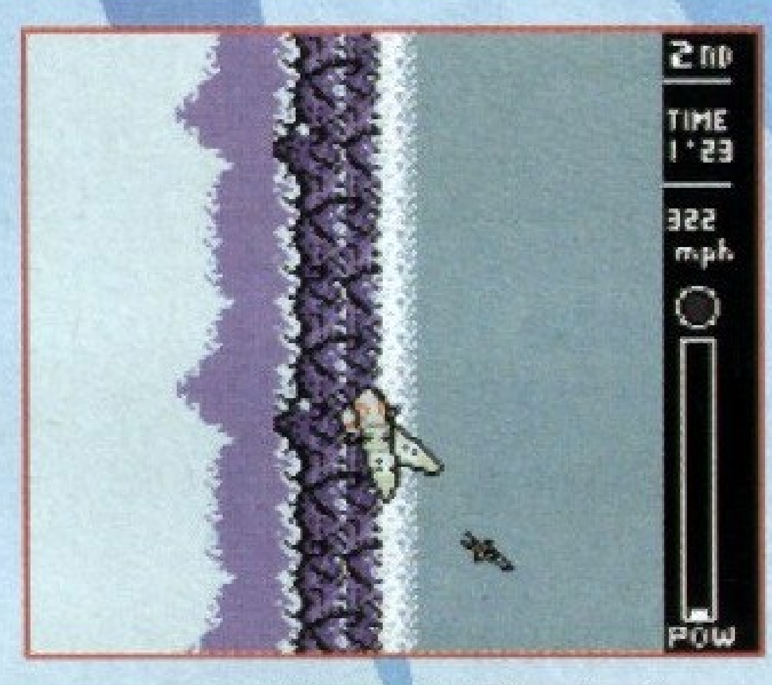
Between a rock and a hard place (more rocks!) Make sure you race around them!

Star Wars:

GET READY TO FEEL THE FULL FORCE OF THE GAME BOY WITH



Follow the green arrow code! These pointers will show you the way.



I think this is a bad case of crossed wires!

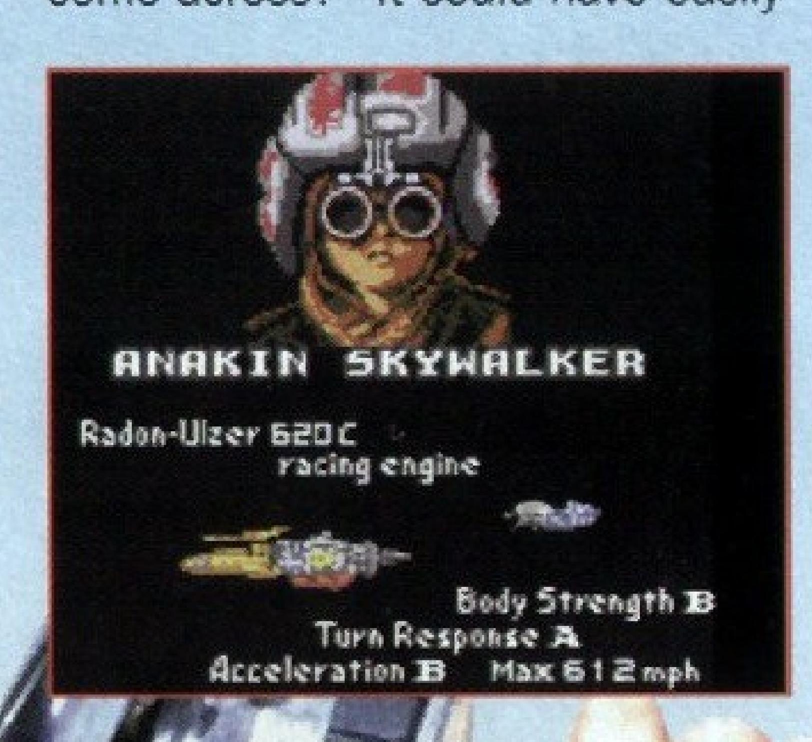
Racing games on the Game Boy usually show a dark side of the force that we all wished didn't exist, so it's a delight when a game like *Star Wars Racer* comes along and, against all the odds, manages to rise out of the Degobah-style swamp of smelliness! This game is something special. If you've seen the film then you'll be familiar with the scene where young Anakin gets behind the handlebars of a turbo-charge racer. Looking a bit like a Roman chariot, the pod racer consists of a small 'pod' pulled along by two monstrously big engines.

Scream for speed!

This game doesn't attempt to recreate the 3-D N64 version and sticks to a top-down overhead view, but it does capture everything else that made the game great.

The tracks are brilliantly detailed, the pods swing around like chariots and above all it's fast! Not just a bit nippy, but gob-smackingly speedy to the point where you feel your fingers tingling and eyeballs going red from a lack of blinking.

"Hang on," I hear you cry! "You're looking down from above and moving at the speed of sound. Doesn't that mean you'll be smacking into every corner you come across?" It could have easily



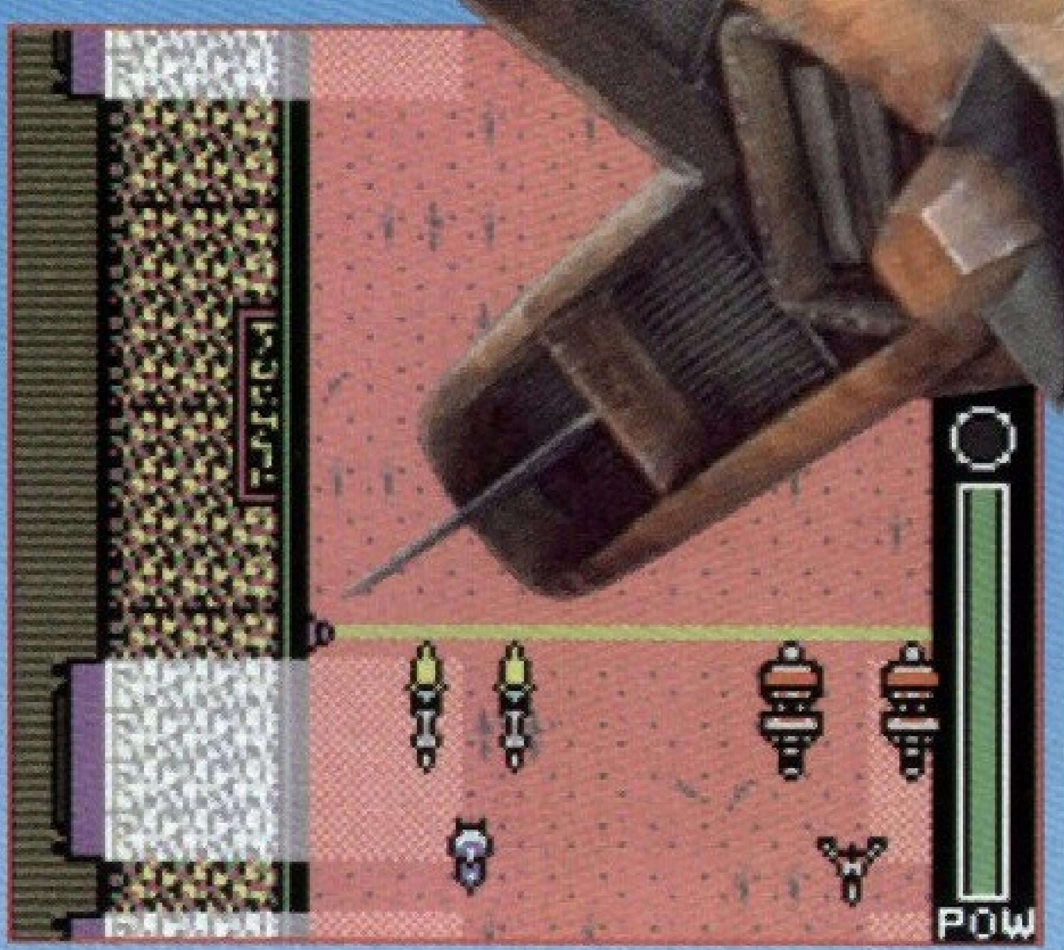


"Without a doubt a brilliant game and easily the best racer on the Game Boy Color!"

THE SPACE



This dusty desert offers you a nice easy introduction.



Get ready to roll at the start of the race! Don't start before the buzzer though.



Hammer your competition and steal his pod – it's not very nice or fair really!

2nd Opinion!

What about my pals?

The one problem with this game is that you can't play against anyone else! There's a distinct lack of competition on the racecourse and this made the game really dull for me. You only get to take on one racer at a time which is a real shame, because in the film there were loads of racers all bombing around at once. I know there are limits to the Game Boy Color, but they could have given you the chance to take on other racers separately – at least you'd think there were a lot of other racers on the course!

Jem

Episode I Racer

This fast-paced rumbling racer...

happened, but *Star Wars Racer* uses a nifty little trick to get around the limited line-of-sight problem. As you're flying along, arrows appear at the top of the screen to help you get in the right direction. But these aren't your usual dumb pointers. They actually change depending on where you are. There are different arrows to let you know whether to turn or just shimmy left or right and if you follow the arrow, you'll fly around corners faster than a rocket on a rollercoaster. It's a brilliant trick that makes the game superb fun.

Two more riders!

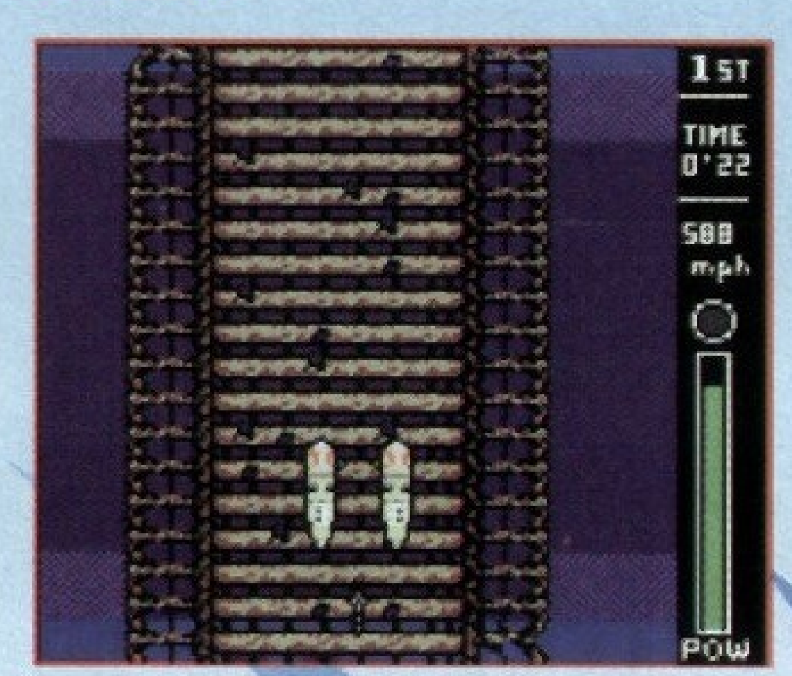
There are plenty of different tracks on offer in the game. You get all the five different planets from the N64 version and each planet has it's own look and style. From Tatooine (the one in the film) with its dusty deserts and *Road Runner*-style rocks to the weird cityscapes of Baroonda, you'll be gob-smacked at the amount of roadside detail.

And if that isn't enough each planet has four different stages to race on. Each stage that you win will give you a new pod to try out. They are all different, with some having faster speed, acceleration and tougher construction so they don't blow up with too many hits to the wall.

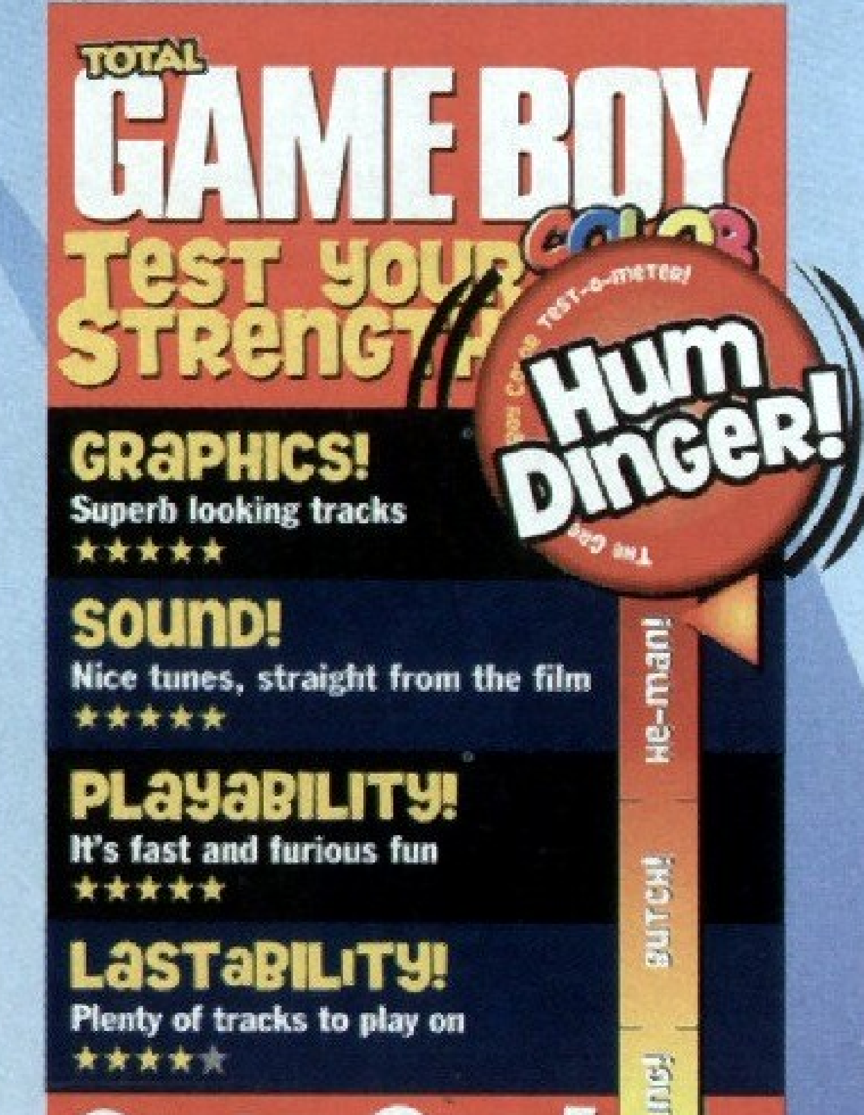
Although you take damage from hitting the walls or the other racer, you can repair your ship at any time by pressing the B button. This gives you back your energy but you'll lose a lot of speed (thought it was too good to be true!) and your opponent will be miles away by the time you've screwed all the bits back on your pod.

Star Wars Racer is without a doubt a brilliant game and easily the best racing game on the Game Boy Color. It even comes with its own rumble pak built-in for added effect! It's the 'dog's pods' and no self-respecting *Star Wars* fan should be without a copy.

Mark H

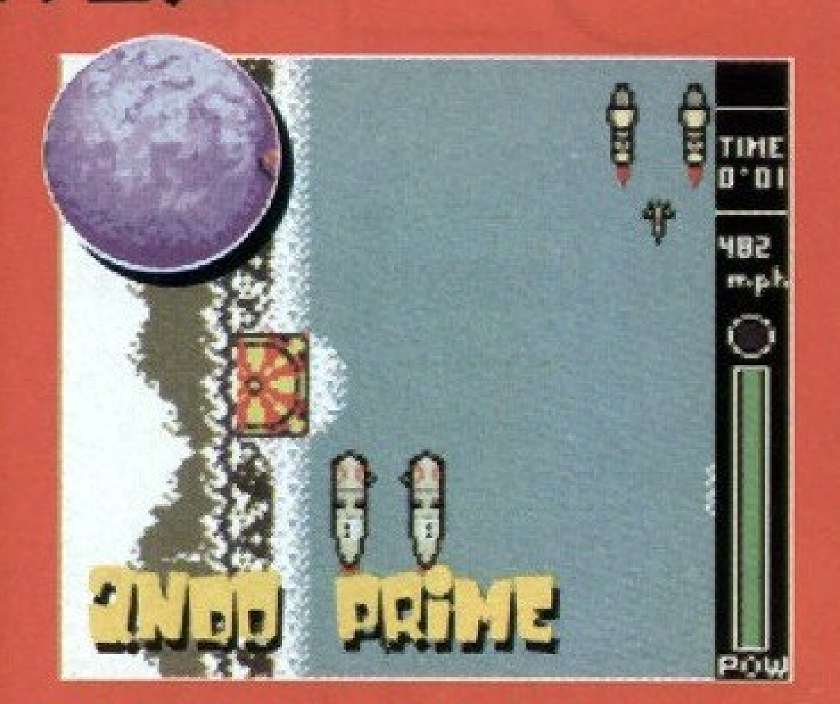


A bridge too far! It's not all dusty desert in this game you know.

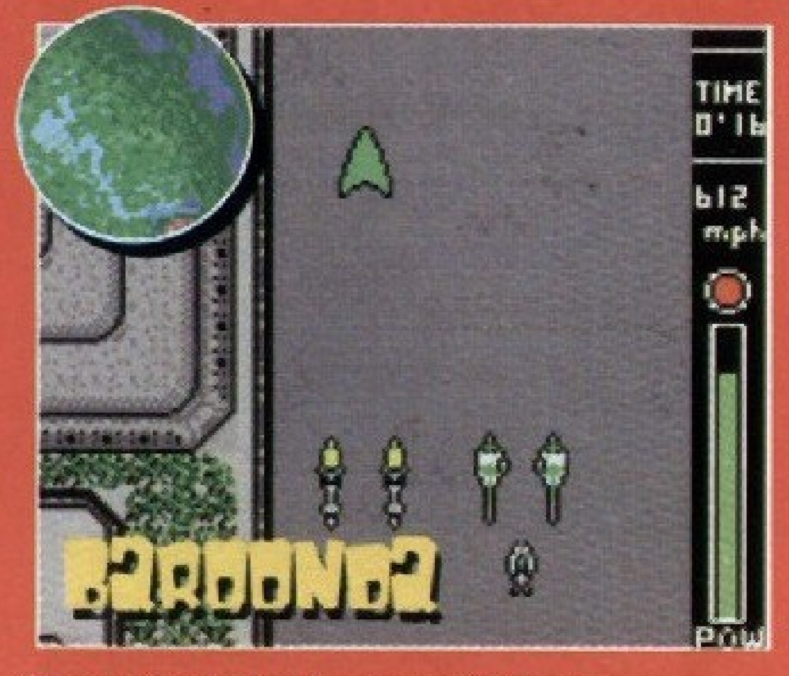


Race

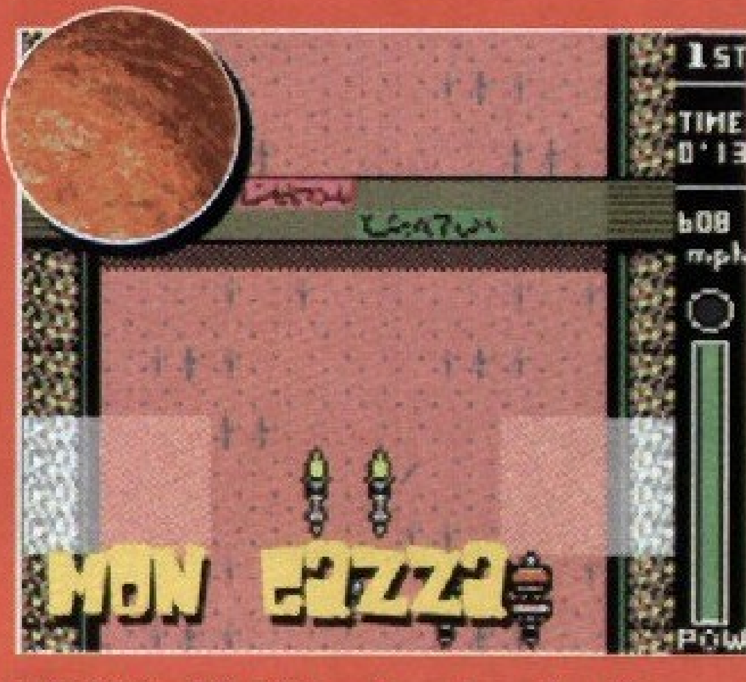
Even though the film just had one track, *Star Wars Racer* gives you races across five different worlds. Each one has a different look and they soon get tricky!



This arctic wasteland will have you slip sliding away!



The rain falls down on this grey water-drenched planet.

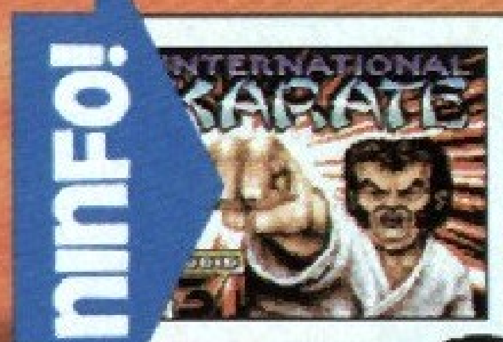


A bridge-filled track set under the red glare of a dying sun.



More rocky racing antics from the movie world!

NINFO!



How much?	£19.99
From who?	Studio 3
Whenz it out?	Out now
Kind of Game?	Beat-'em-up



QUICK TIP!

Block, block, block! If you don't learn the different ways of defending attacks, you may as well go home. Be like Daniel-san in *The Karate Kid* and spend days learning to defend before you take on the champs.



IK+

Or International Karate to its pals!

Beat-'em-ups weren't always the flash 3-D affairs that currently have console owners wetting themselves on a daily basis. What they may have lacked in visual grace though, they definitely made up for in good old-fashioned gameplay.

Enter *IK+* (otherwise known as *International Karate*), the greatest fighter ever made on the old 8-bit Commodore 64 and ZX Spectrum computers (cue sound of a huge Chinese gong crashing and plenty of respectful bowing all around). This was the first game ever made in England to go straight to number one in both the UK and America and is therefore responsible for more smashed joysticks than *Street Fighter* could dream of.

An old master!

Gamers reared on *Tekken* may feel a little unfamiliar with this ancient master. Instead of pummelling opponents till they keel over, you can beat your enemy with one swift smack in the mouth. Like real-life karate matches, you are awarded a whole or half point depending on the quality of your knockout punch or kick. The first fighter to get two whole points wins that bout.

IK+ shuns the fist-flailing combos and over-the-top special attacks found in more modern fighters. The result could easily have been a game that was good in its day but far too basic in this day and age. However, this simplistic style of fighter still has a remarkable depth to it and the speed with which bouts can swing either way creates incredibly tense matches. Fans of the original will be pleased to hear that the mid-fight sub-games have made a welcome return. In-between fighting opponents you earn bonus points by performing Karate Kid-like tasks such as defending yourself from bouncing balls with a wooden shield.

Major upgrade!

A host of improvements make this update much better than the original. The biggest change is that you can now choose different fighters (in the original there was just the one guy in either a white or red costume). All the new karate champs are based on famous martial arts stars from films so you can see a Chuck Norris look-a-like, Bruce Lee and even the guy with the afro from *Enter The Dragon*.

After all these years, *IK+* can still teach the modern fighters a thing or two. The fast-paced gameplay separates the weak-fisted fools from the karate chopping champs and despite its basic nature, this is incredibly good fun. If you've been looking for the karate Sensei that all other fighting games have to bow to then look no further.

Mark H

Ooof! That's the last time I eat ten hamburgers and try to fight.



Now that's got to hurt!



2nd Opinion!

Go round again!

Ooo... I remember this one! Visually the kung fu killers are far bigger and better looking than the original that I used to play on the ZX Spectrum when I was a little kid. The backdrops are also more defined and depict famous views from around the world. It utilises the two-buttoned Game Boy Color to make all the moves easier to perform than the old one-buttoned joystick of the original. Thankfully, all of the improvements make the original game better without ruining the original gameplay. Check it out now!

Jem

Time your jumps properly and you won't get your knees smashed!



"Instead of pummelling opponents till they keel over, you can beat your enemy with one swift smack in the mouth!"

At the start of each bout both fighters bow to the almighty Sensei. A wise man bows like a tree in the wind, the disrespectful snap like stupid dry sticks!







You can even try to somersault over your opponent!



GRAPHICS! Big fighters! ★★★★★

SOUND! The same oriental theme tune ★★★★

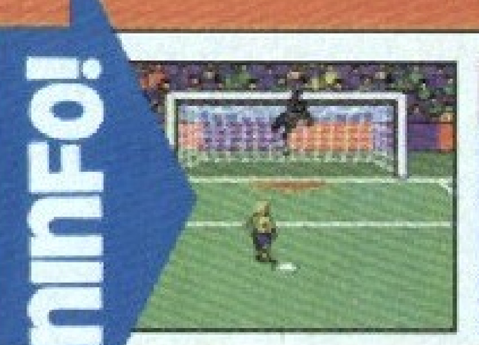
PLAYABILITY! You just can't let it go ★★★★★

LASTABILITY! A bit basic for some ★★★★

OVERALL! 92%

THE MASTER GAME!





How much?	£24.99
From who?	Infogrames
Whenz it out?	Out now
Kind of Game?	Sports





You have 12 kung fu killers to choose from!

The Sensei is available as a fighter – but only if you're good enough!

WORLDWIDE FIGHTING

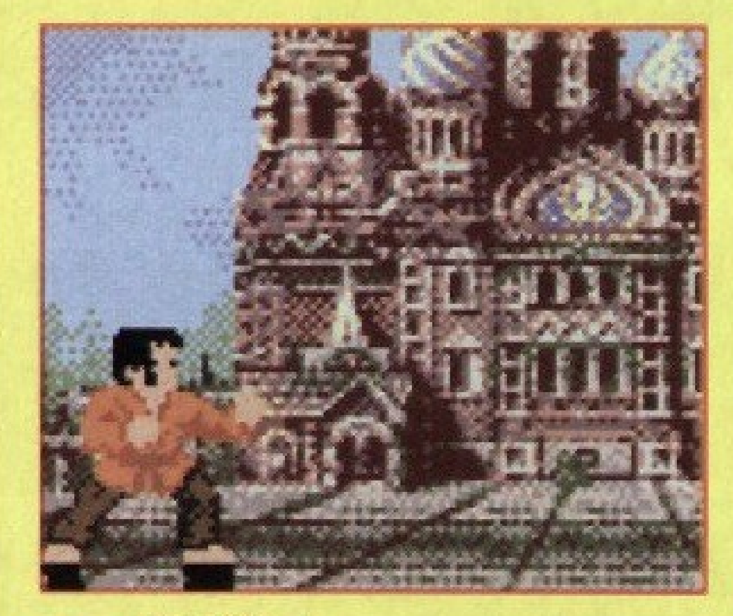


GLOBAL Travel the world. Meet interesting people... and give them a good kicking!



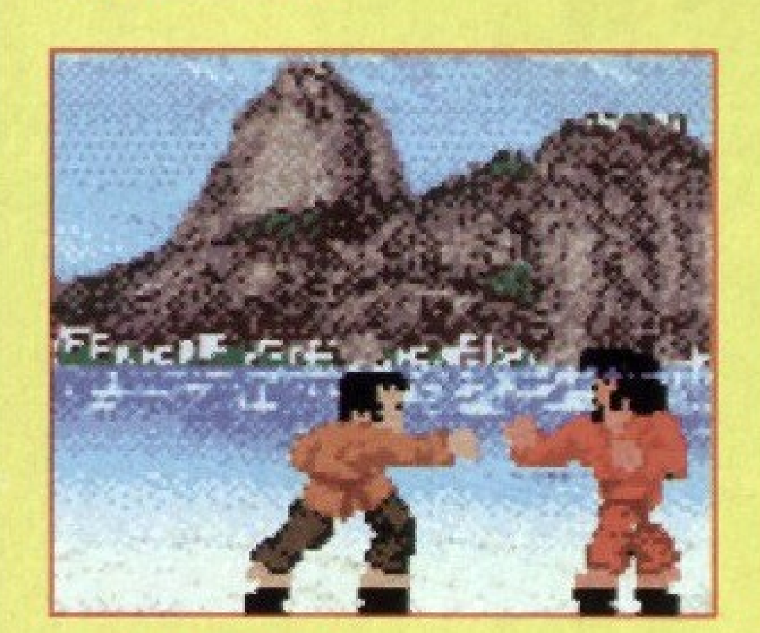
CHINA

INDIA

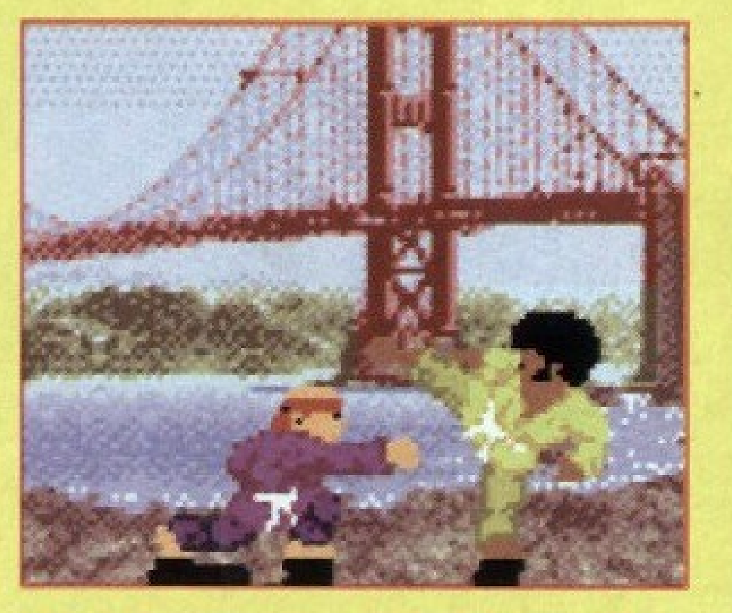


RUSSIA

FRANCE



HAWAII



UNITED STATES

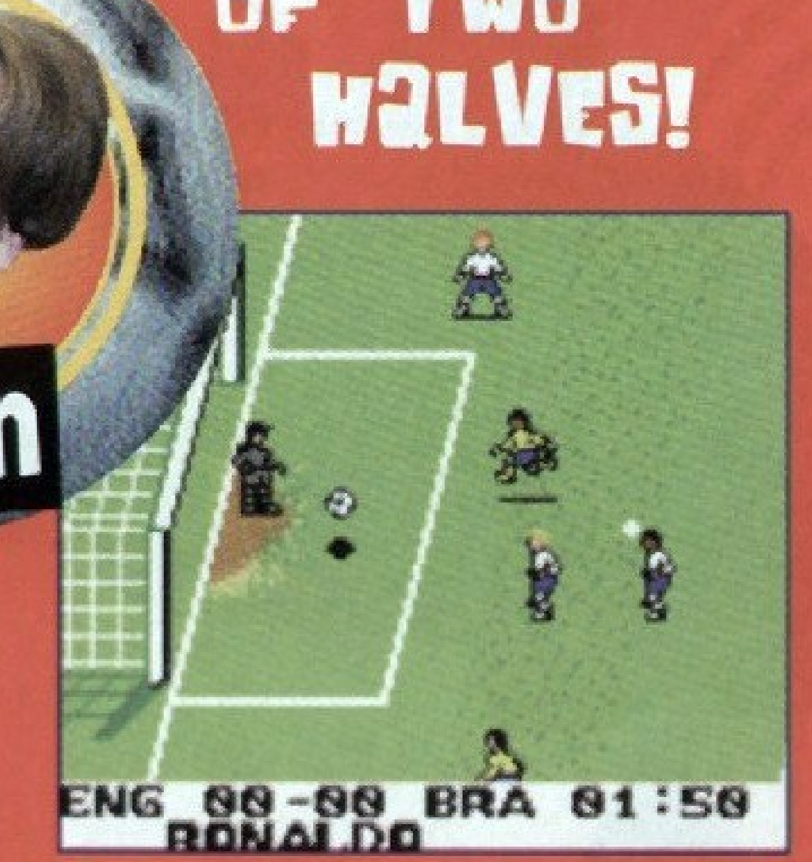
Ronaldo V-Football

IT'S A GAME OF TWO HALVES!

IT'S simon

This is definitely a game of two halves. If you want one of the most complete football games to have ever graced your favourite handheld and if you want the proper, correct names for all the international players then *Ronaldo V-Football* is the game for you. However, aftertouch and pseudo-management options are great but only if the game itself comes up to scratch, which in this case it doesn't.

Ronaldo's problem is that ultimately it fails to convey any of the excitement and speed of the real game of football. The kicking, scoring and passing moves feel heavy and laboured and tackling feels laborious and monotonous. Eventually, with your soul destroyed, you find yourself cursing the game's very existence and crave for a quick spot of *Tetris DX*, or at the very least something enjoyable.



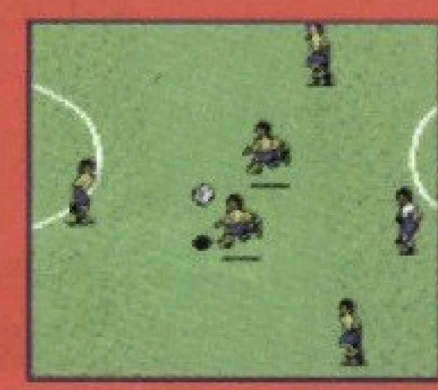
Goalkeeper awareness is sadly lacking... as is any notion of football!

TURF'S UP!

This could have been a pretty darn good footy game, it has all the right options – more than enough, if truth be told – but the spirit of the game and the enjoyment has somehow been stripped away leaving a soulless and bland game that ought to be left well alone.

simon






The game has started and you've just got time to make yourself a cup of tea!

The excitement hots up as you go for goal – then cools right down again!






COLOR Scribblings!
YOUR LETTERS, RANTS AND DRAWINGS!
YOUR SCRIBBLES Pokémon SPECIAL!
We've had so many Pokémon pictures in the postbag recently, we thought it was about time we did a 'Your Scribbles' special – so here it is! We just love receiving all your great art and letters, so keep them coming to the usual address!
SEND YOUR LETTERS AND PICTURES TO...
SCRIBBLINGS,
TOTAL GAME BOY COLOR,
PARAGON PUBLISHING,
ST PETER'S ROAD,
BOURNEMOUTH,
BH1 2JS
Games
Pokémon Red
Pokémon Blue
PIKA!
POKéMON
Gotta catch 'em all!
Kyle Marsh
POKéMON
Kristofor Roberts, Belfast
Christopher Curtain, Milton Keynes
Pokémon Power!
Billy Robinson, Chatham
James Kerby



Billy Robinson, Chatham

Becky Wale, Camberley

David Gurrey, Broughton

Laura Bacon, St Leonards

Adam Speck, Mammesbury

Robbie Dalziel, Boldon

Dewayne Sewell, Edgbaston

William



Send us your own cheats and we'll give you the credit... Help!, Total Game Boy Color, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS

Know Your Pad!



Here's where all those pesky buttons are...

D-PAD
This little plus sign lets you move up, down, left and right!

START
Pause your game or call up the Options screen!

B BUTTON
Most of the cheats are a combination...

A BUTTON
...of the A and B buttons. Press them carefully!

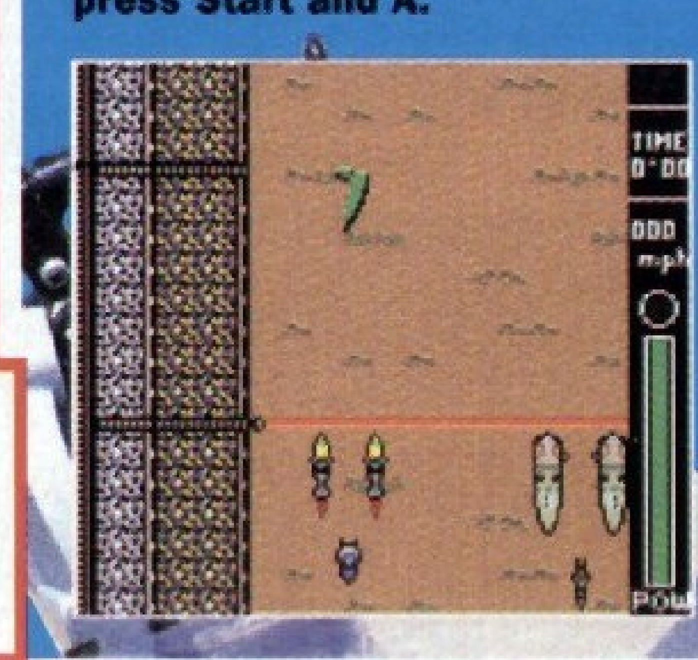
SELECT
This button is often used for Options screens.

Star Wars Episode 1 Racer



Quick Headstart

To gain a massive lead at the start of a race, pause the game when the clock reads one then press Start and A.

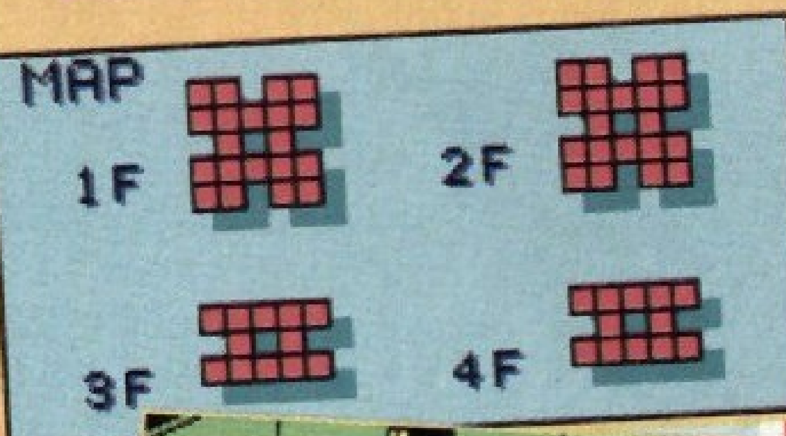


Spy vs Spy

All the Levels

If you enter 15Y24 as a password, you unlock all the levels.







Turok 2 – Seeds of Evil

Fly Like a Bird

To fly around the screen, simply enter DLVTRKBBRD as a password. During the game, hold select and press A.

Every Weapon

Enter the password DLVTRKBWPS. Now you have all the weapons. Cool!



Passwords

Level	Easy Password	Medium Password	Hard Password
Level 2	DVYLWKVYYZ	QVYLWKVYYC	DLTLWKVYYC
Level 3	GRYLWKWVVN	TRYLWKWVYY	GNYLWKWVPP
Level 4	DRYLSRWVVZ	QRYLSRWVPT	DNYLSRWVPT
Level 5	GVZLSRSQVV	TRZLSRSQPS	GLZLSRSVPW
Level 6	DVZLBVSQQT	QVZLBVSQVN	DLZLBVSVVB
Level 7	GRZLBVBQQQ	TRZLBVBQVL	GNZLBVBQVL
Level 8	DRZLBVBQQT	QRZLBVBQVN	DNZLBVBQVN
Level 9	GVYNBVBQWC	TVYNBVBQQD	GLYNBVBQQD

Skip the Levels

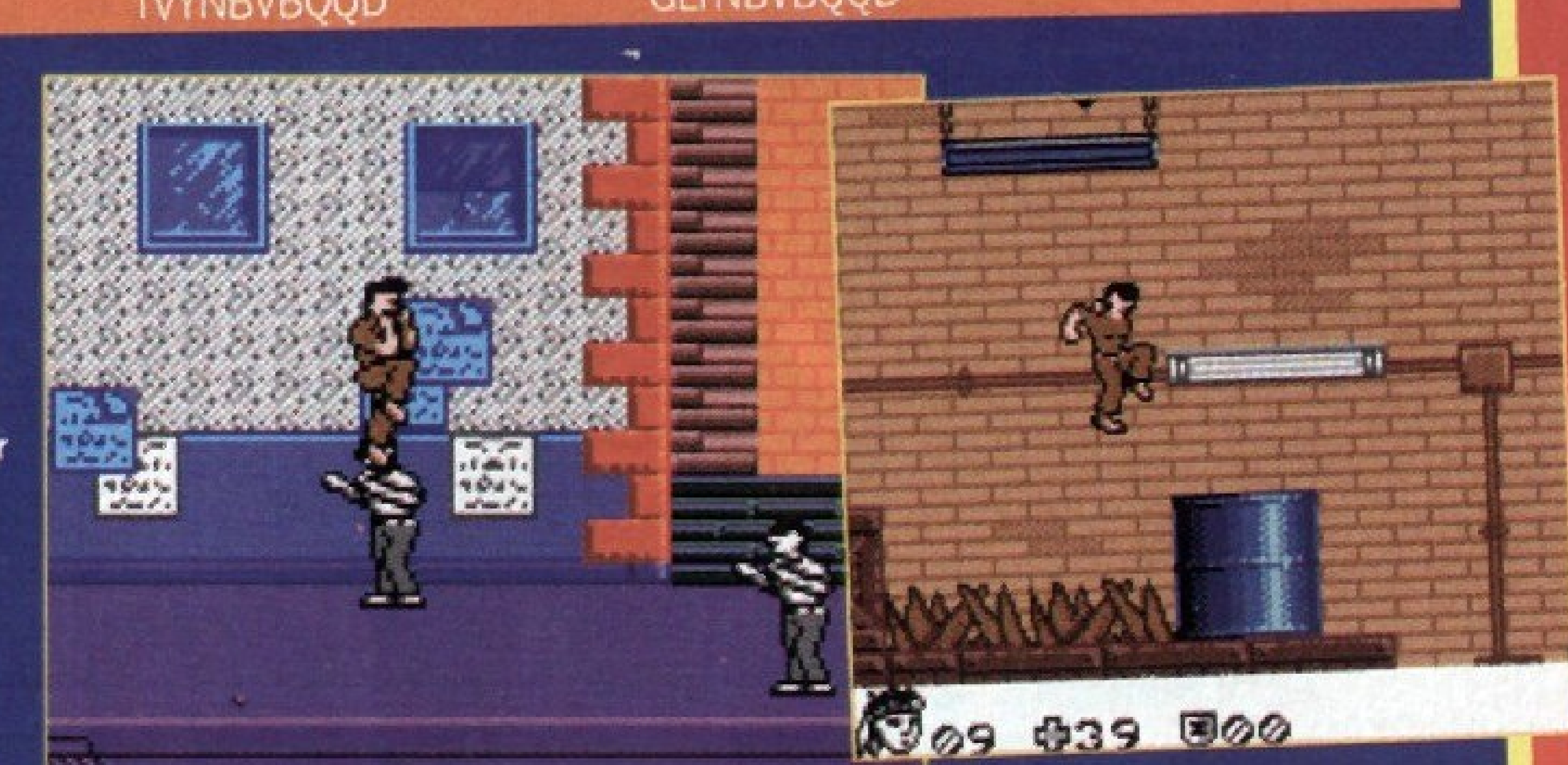
If you enter DLVTRKBLVL as a password, you can skip to any level.

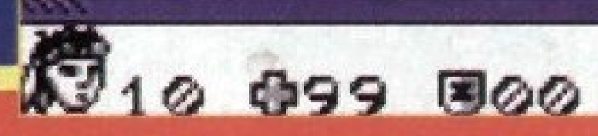
Lives Aplenty

For an unlimited amount of lives, enter DLVTRKBLVS as a password.

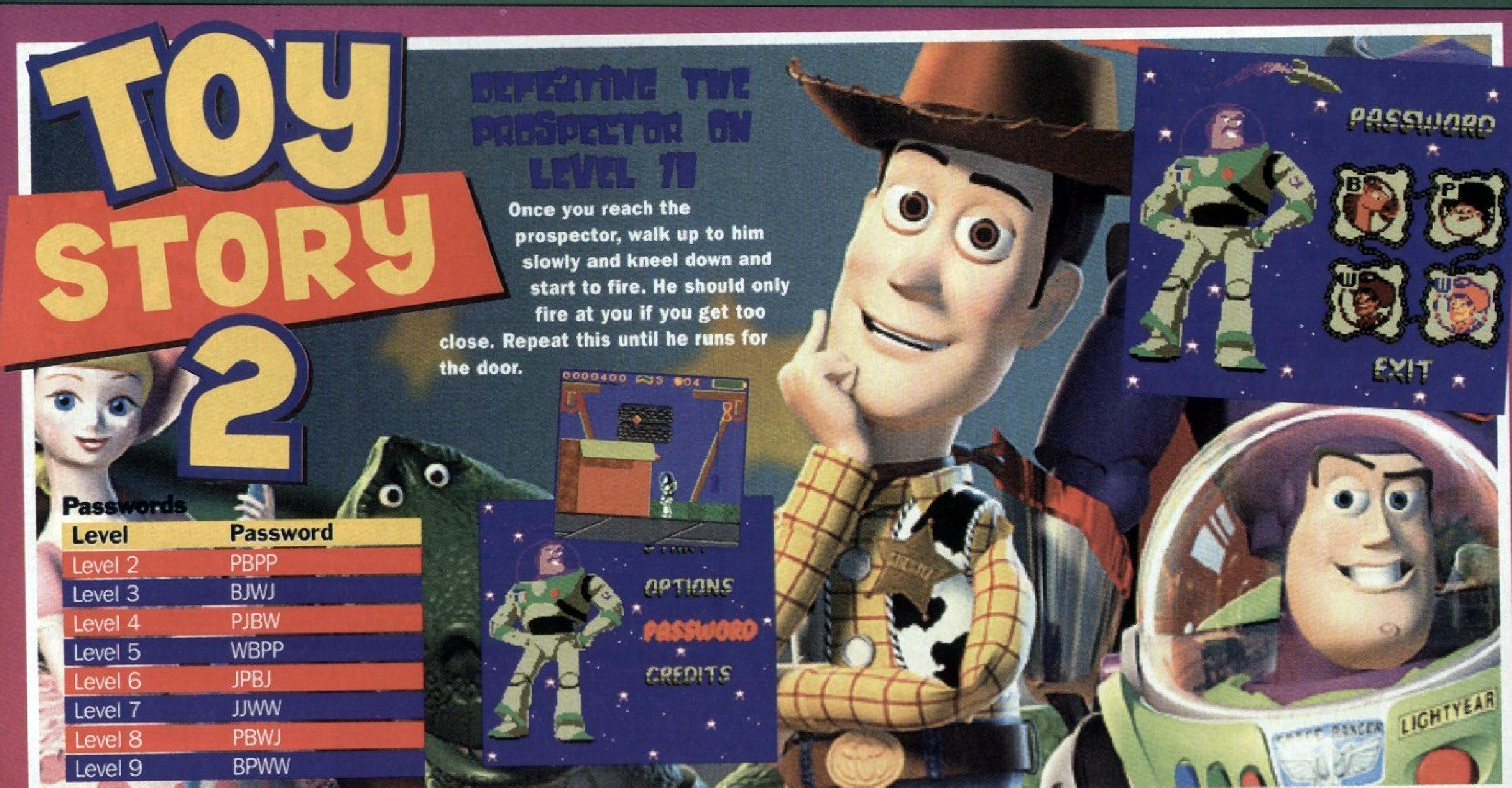
Loads of Energy

Enter DLVTRKBNRG in the Password screen to have unlimited energy.









TOY STORY 2

DEFEATING THE PROSPECTOR ON LEVEL 11

Once you reach the prospector, walk up to him slowly and kneel down and start to fire. He should only fire at you if you get too close. Repeat this until he runs for the door.

Passwords

Level	Password
Level 2	PBPP
Level 3	BJWJ
Level 4	PJBW
Level 5	WBPP
Level 6	JPBJ
Level 7	JJWW
Level 8	PBWJ
Level 9	BPWW

POCKET BOMBERMAN

TOTALLY ARMED

For every item, with exception of the Heart, Wing and Armour, simply enter 5656 as the password. If you die, all the weapons you'd normally use will be lost, but you'll keep the others. Great!

MEET THE BOSSES

Enter 9437 as the password and you can play only the bosses, but with all the power-ups.



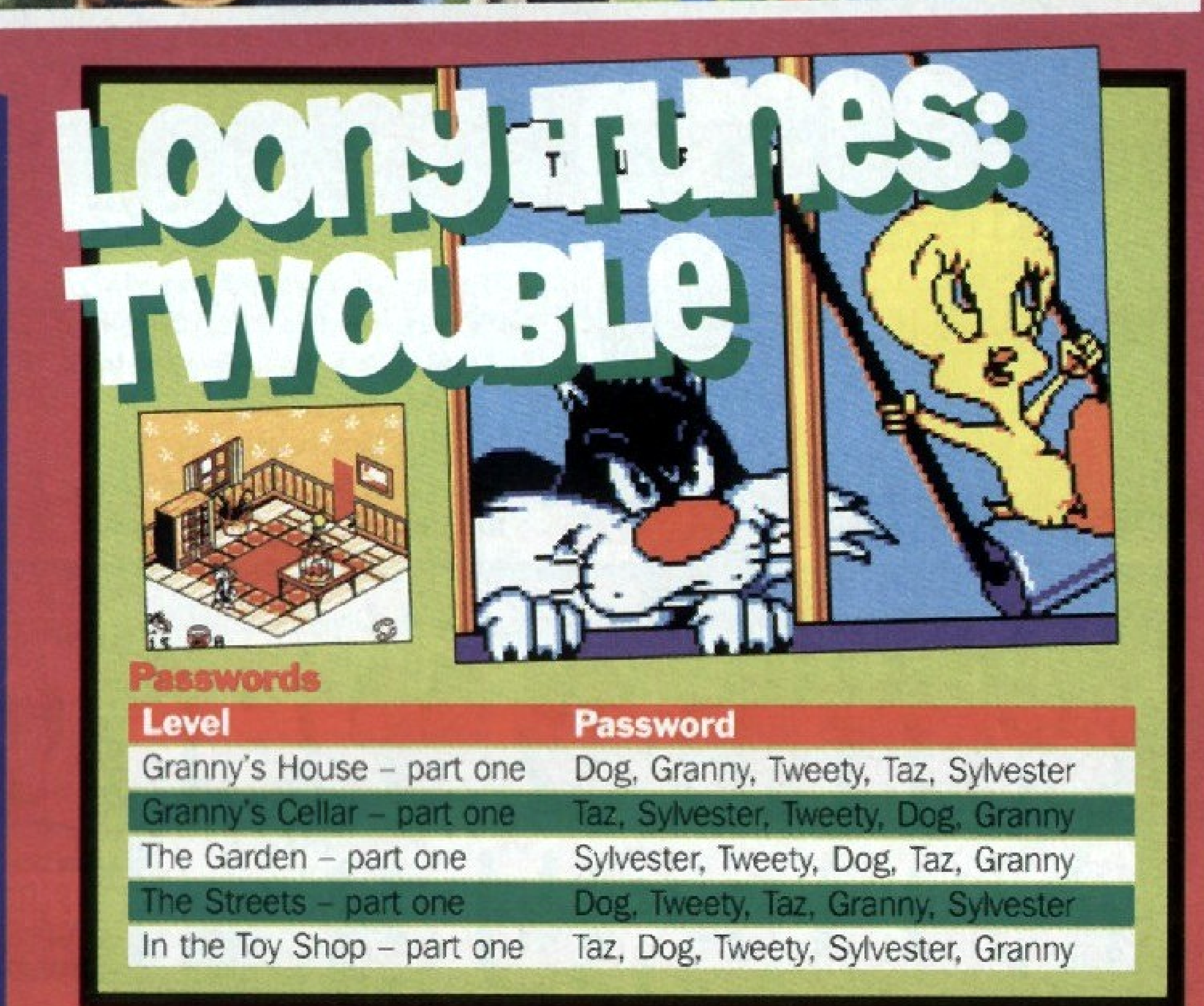
POWERED RIGHT UP

To start with all the power-ups, use 4622 as your password.

Passwords

Level	Password
Forest World	
Level 1	7693
Level 2	3905
Level 3	2438
Level 4	8261
Boss Level	1893
Ocean World	
Level 1	2805
Level 2	9271
Level 3	1354
Level 4	4915
Boss Level	8649
Wind World	
Level 1	0238
Level 2	5943
Level 3	6045
Level 4	2850
Boss Level	8146
Cloud World	
Level 1	9156
Level 2	2715
Level 3	4707
Level 4	7046
Boss Level	0687
Evil World	
Level 1	3725
Level 2	0157
Level 3	5826
Level 4	9587
Boss Level	3752

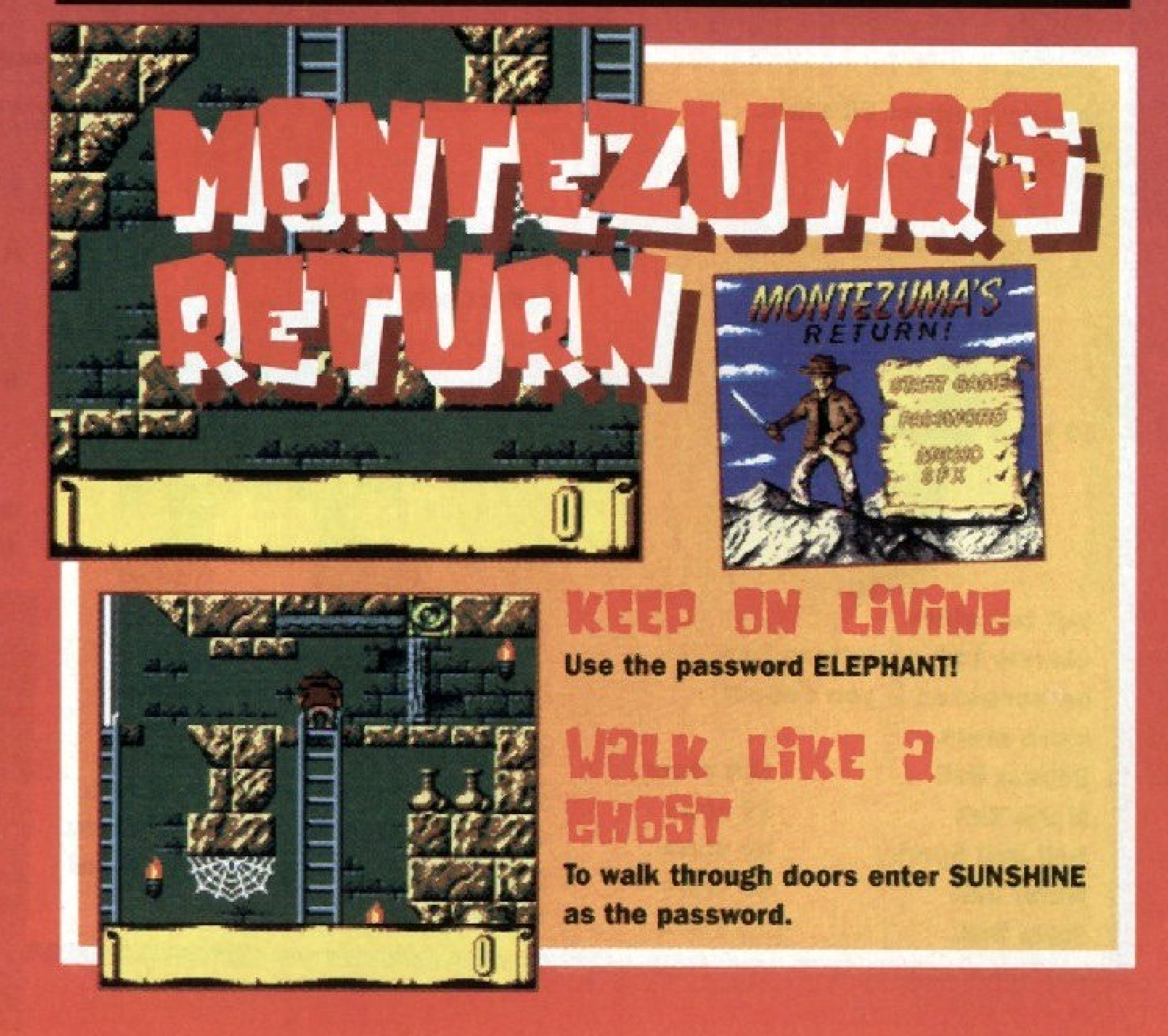
Looney Tunes: Twouble



Passwords

Level	Password
Granny's House – part one	Dog, Granny, Tweety, Taz, Sylvester
Granny's Cellar – part one	Taz, Sylvester, Tweety, Dog, Granny
The Garden – part one	Sylvester, Tweety, Dog, Taz, Granny
The Streets – part one	Dog, Tweety, Taz, Granny, Sylvester
In the Toy Shop – part one	Taz, Dog, Tweety, Sylvester, Granny

MONTEZUMA'S RETURN



KEEP ON LIVING

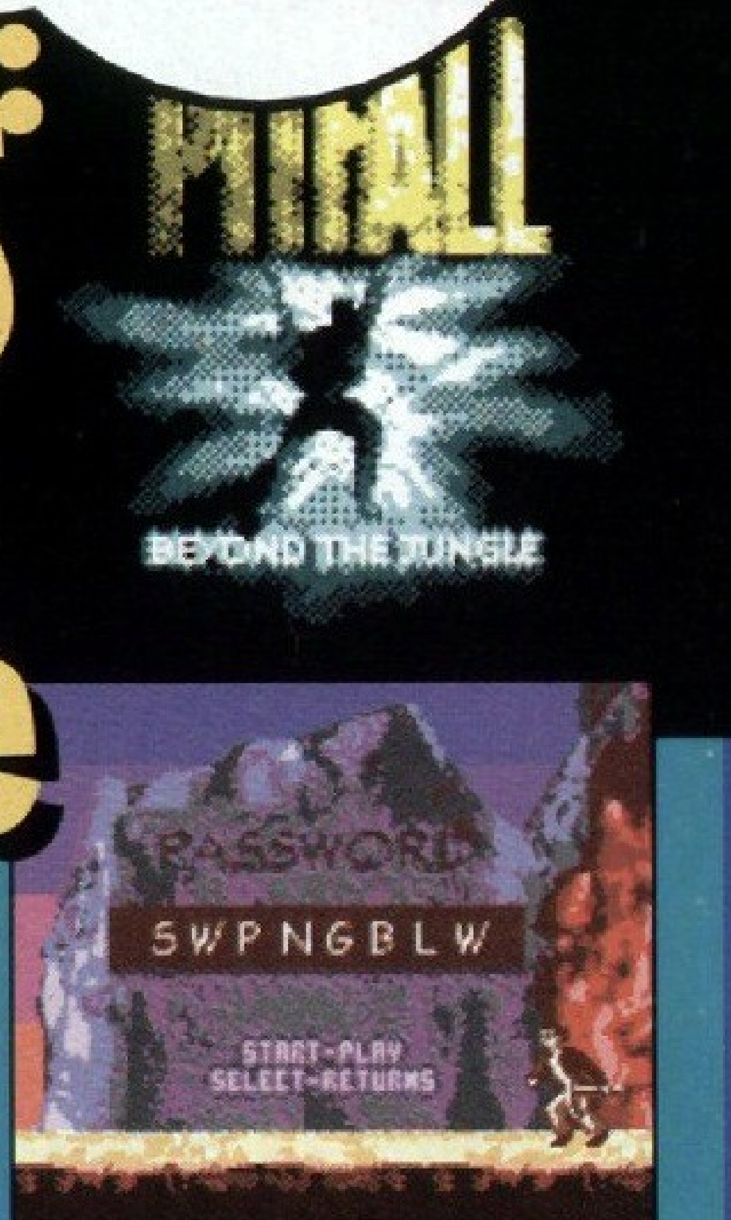
Use the password ELEPHANT!

WALK LIKE A GHOST

To walk through doors enter SUNSHINE as the password.

HELP!

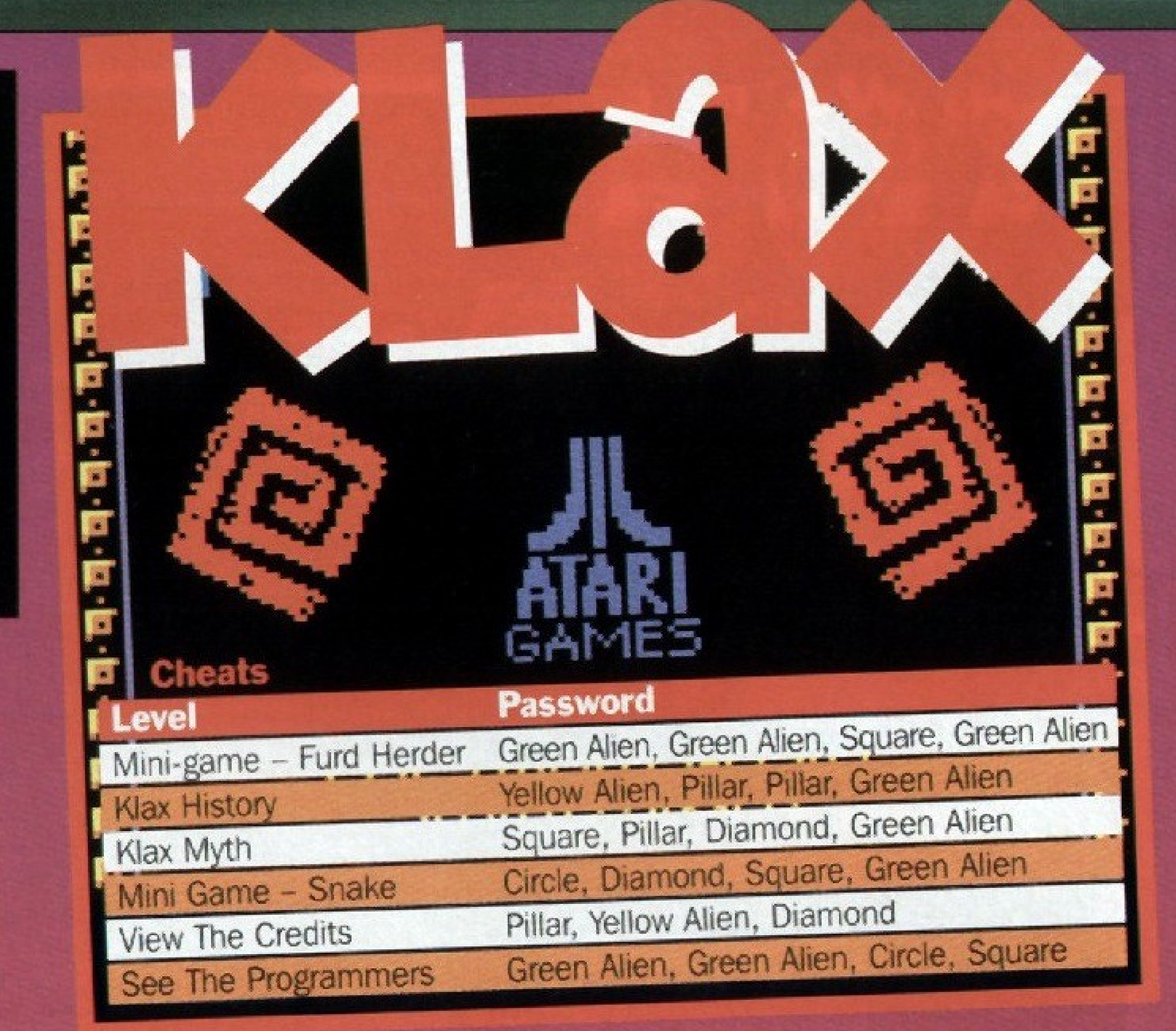
Pitfall: Beyond The Jungle



Passwords

Level	Password
Caverns	FLTYWTRS
Volcano	GNGDWN
Prison	SLTHHRNG
Scourge	SWPNGBLW

Klax



Cheats

Level	Password
Mini-game – Furd Herder	Green Alien, Green Alien, Square, Green Alien
Klax History	Yellow Alien, Pillar, Pillar, Green Alien
Klax Myth	Square, Pillar, Diamond, Green Alien
Mini Game – Snake	Circle, Diamond, Square, Green Alien
View The Credits	Pillar, Yellow Alien, Diamond
See The Programmers	Green Alien, Green Alien, Circle, Square

Gex: Enter The Gecko



255 Lovely Lives

To get a total of 255 lives, you need to:

1. Fall down a bottomless pit, with only one life left. (Choose a level with a pit in it; that is, Scream TV).
2. While Gex is croaking it, press Start and exit the level. You will now have zero lives.
3. Repeat these steps again, and you will have a whopping total of 255 lives. Great!

Remote Controlled

To get all the remotes, follow this code list on the Password screen:

1. Hold B and press ↓ 20 times
2. Hold B and press ↑
3. Hold A and press →
4. Hold A and press ← twice
5. Hold B and press ↓ twice
6. Hold B and press →
7. Hold A and press →

Get It All

To get maximum items and full life, complete the game and replay the first level. Kill all sharks and the screen will go blank. Robert's your male relation!

Game & Watch Gallery 2



See The Credits

You must collect 50 stars.

Greenhouse

30 stars to be collected.

Donkey Kong Jr

50 stars this time.

You Will Go To The Ball

Get ten stars.
Classic ball variations can be accessed if you collect more stars.

Bowser Ball	100 stars
Mario Ball	35 stars
Spit Ball Sparky	80 stars
Wario Ball	45 stars
Yoshi Ball	15 stars

Life Boat

Get a total of 40 stars.

Modern Ball Mode

Collect only five stars.

Oil Panic

20 stars. Get 'em all.

Museum Opening

Only ten stars this time.

Wario, Nice Helmet

To play as Wario in Helmet mode, you must play on the easy setting, and lose all of your lives before you get 100 points. Retry the game and Wario can be controlled.

Shower Of Rain

A total of 70 stars.

Tropical Fishy

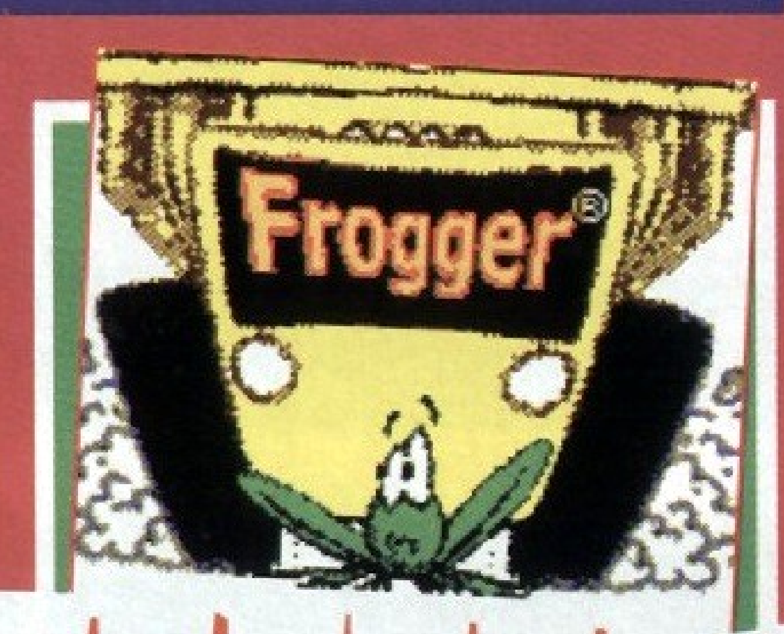
60 stars to be collected.

Star Mode

Score more than 1,000 points in the Modern mode.



Frogger



Cheating Old Frog

Run out of lives intentionally and press A, B, Select and Start at the high score table. This enables the Cheat menu.

Stop The Traffic

During play, press: A, B, B, →, ↑, B, A.





Battleship

Passwords

Level	Password
Level 2	QYBGTK
Level 3	QYGZXK
Level 4	GKPQZP
Level 5	QRKGTD
Level 6	QPDGYM
Level 7	QQLGTD
Level 8	QXFGTL
Level 9	QNMGTK
Level 10	NPGGYM
Level 11	NXHGTL
Level 12	NQBGYD
Level 13	NQZGPD
Level 14	NNCGYK
Level 15	HJXQCN
Level 16	NYDGTK
Level 17	NWLGTM
Level 18	NTFGTB
Level 19	NRMGTD
Level 20	BBQQBP
Level 21	YPHGTM
Level 22	YRBGTD
Level 23	YRZGXD
Level 24	YQCGTD
Level 25	YSKGPC
Level 26	BCSQBV
Level 27	BDVQJQ
Level 28	YYFGPK
Level 29	BJRQZN
Level 30	TRGGTD
Level 31	JDNQJQ
Level 32	TXBGTL
Level 33	ZKTQKP
Level 34	ZHPQCW
Level 35	JCXQJV
Level 36	TVDGTL
Level 37	TTLGPB
Level 38	JZWQKX
Level 39	JMRQCQ
Level 40	PXGGTL
Level 41	CHNQBW
Level 42	CGYQJS
Level 43	CDTQZQ
Level 44	CBPQBP
Level 45	CMXQCQ
Level 46	CKSQJP
Level 47	CLVQZV
Level 48	PPFGYM
Ending	PQMGTD





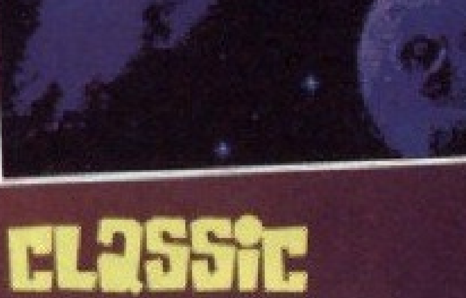
All-Star Baseball 2000

Invisible Runners

For this cheat:

1. Hold A for 30 seconds.
2. Hold i for 13 seconds.
3. Press A, B, ↑, ↓ and Start.

Asteroids



Passwords

Level	Password
Zone 2	SPACEVAC
Zone 3	STARSBRN
Zone 4	WORMSIGN
Zone 5	INCOMING

Cheat Menu

Enter the password CHEATONX. During play press Select, and press...

Select	Returns to the game.
↑ + ↓	Level select.
← + →	Zone select.
A	Select INVINCIBILITY

(From 001 to maximum).

Classic Asteroids

At the Password screen enter QRTREATR.

Unlock the Excaliber

Enter PROJECTX as a password.



All Vehicles

As a password, enter 0Z6SZD(skull)V.



PERFECT DA

move over Ms Croft, there's a new videogame superbabe in town! Rare and Nintendo are set to take on the mighty Lara Croft and *Tomb Raider* with their Game Boy Color rendition of *Perfect Dark*. Due to appear soon after the eagerly-awaited Nintendo 64 version, Game Boy Color *Perfect Dark* is in fact set just before the events depicted in the N64 game. Special agent Joanna Dark is entering the final stages of her training at the Carrington Institute, and has to travel to the South American jungle to shut down an illegal cyborg manufacturing plant. Let's just hope that it plays as well as it looks!

GO AHEAD... MAKE MY DAY!







Illustration: Mark Shufflebottom

Looney Tunes Collector: Martian Alert

With 52 Looney Tunes characters to collect and play with, six different kinds of games in one and a two player link-up mode, this is one impressive game from Infogrames! It stars all your favourite characters like Bugs Bunny, Elmer Fudd, Marvin the Martian and Yosemity Sam and has 20 amazing worlds to explore in your search for pieces of a teleporter. In true *Pokémon* style, the game encourages the player to collect as many characters as possible, and these can then be swapped from one Game Boy to another either via the link-up or infra red connections! With a release scheduled for 14 April, you won't have too long to wait for it either.

FROM? INFOGRAMES WHEN? APRIL

FROM? NINTENDO/RARE WHEN? SUMMER

Daffy Duck Fowl Play

FROM? SUNSOFT WHEN? SUMMER

The second Looney Tunes release planned from Sunsoft stars the 'dethpicable' Daffy Duck as he follows Bugs Bunny's advice and becomes a treasure hunter. Far more challenging and detailed than *Speedy Gonzales*, this release can't help but make hardened platform fans start saving up their hard-earned pennies.

Controlling the insane bird through loads of loopy levels is a real pleasure as you do battle with the scheming Bugs and a host of other bugs, armed only with a bag full of dynamite and your own inimitable short fuse. Due out on the very small screen soon, *Fowl Play* will really be something to 'Woo-Hoo!' about!

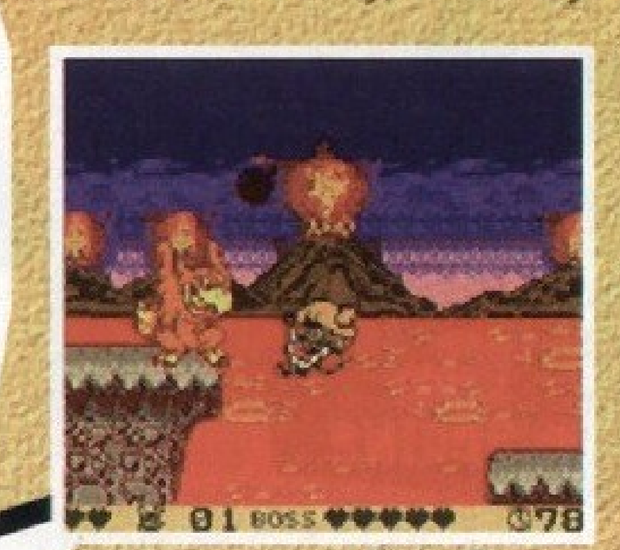


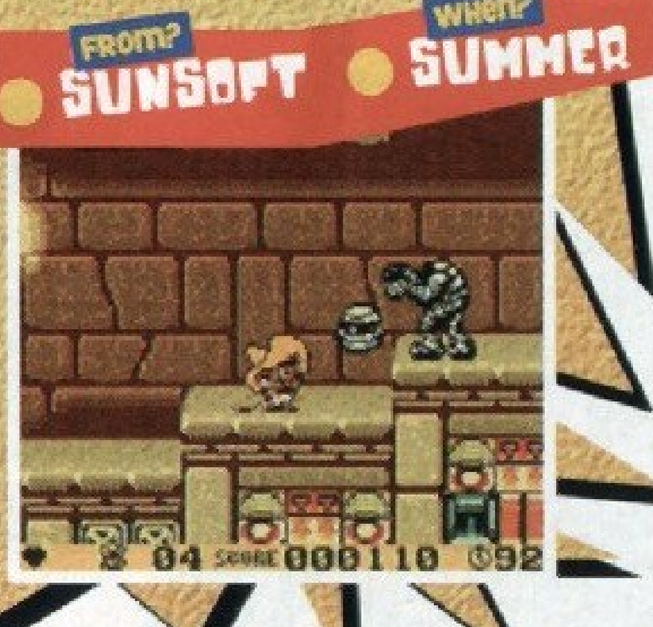
Speedy Gonzales: Aztec Adventure

It seems that your faithful old Game Boy Color has gone cartoon caper crazy with not one but two Looney Tunes favourites putting in a starring appearance on the little plastic screen. The *Speedy Gonzales* side-scrolling adventure sees the hyperactive little Hispanic rodent zipping madly through the streets of Mexico in his unceasing search for cheesy treats.

Being a Technicolor adaptation of the old Game Boy standard, available for monochrome as well, there's not too much to be excited about if you're after ground-breaking new gameplay systems, but there's no doubt that Speedy's antics make for a fun adventure, pinging away at frisky creatures with cheese balls. However, what *is* worth holding your breath for is the amazing speed you can race Senor Gonzales at when you hit the right icons. Eebah, eebah, underlay, underlay!

FROM? SUNSOFT WHEN? SUMMER







Noddy and the Birthday Party

Now here's a first for the Game Boy – a game that is quintessentially English instead of something that has come over from America! The BBC is getting into the Game Boy Color market and its first release will be *Noddy And The Birthday Party*!

This is a game for the younger readers out there with quite simple gameplay and bright and colourful graphics, but it's also packed to bursting with fun and puzzles to keep you all busy. Noddy gets to ride on trains, explore spooky woods and chat with all his pals including Sammy Sailor and of course Big Ears! Look out for a review in the next issue of TOTAL GAME BOY COLOR!

Moomins

You lot are probably far too young to remember *The Moomins*! It used to be on the telly many years ago, and can probably still be found on some obscure satellite cartoon network. *The Moomins* comes from Finland and is a cartoon that tells the tale of a bunch of small hippo-like creatures. Sunsoft has gone and made a Game Boy Color game out of it ready for the summer, and with big graphics and some great backgrounds, it's looking like a decent release. Details are a bit sketchy at the moment so expect to see more soon!

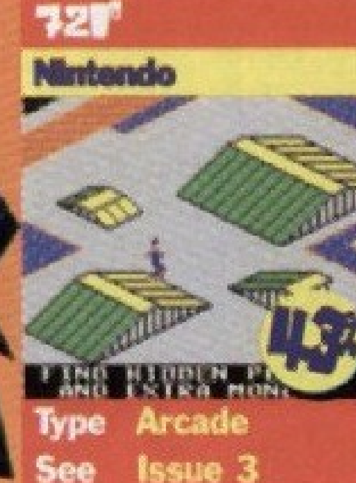
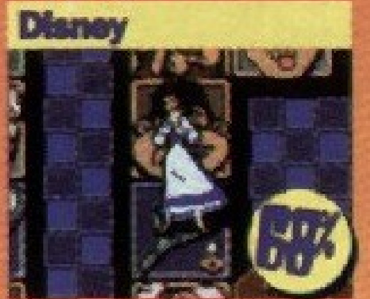
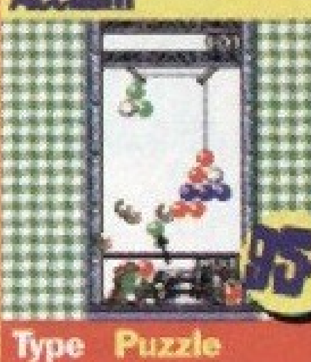
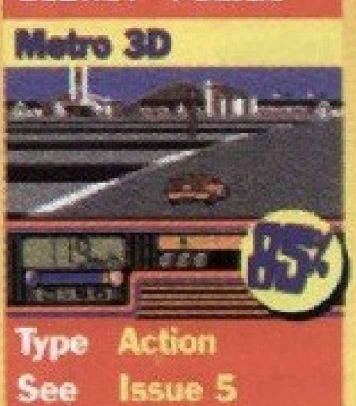
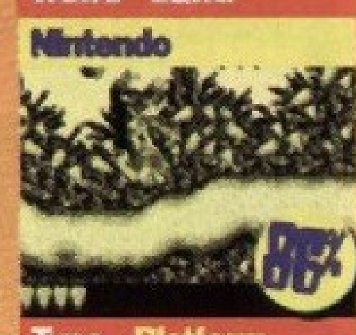
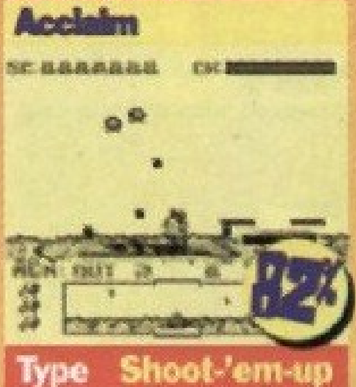
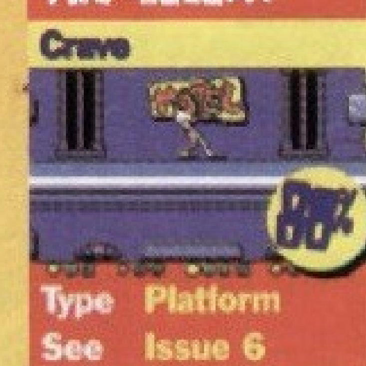
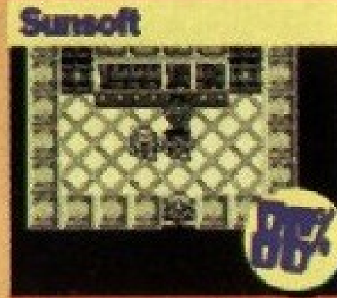
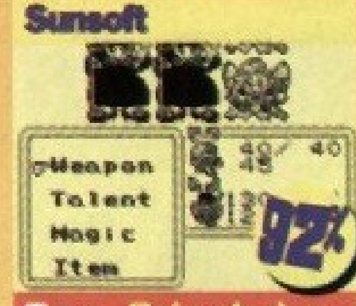
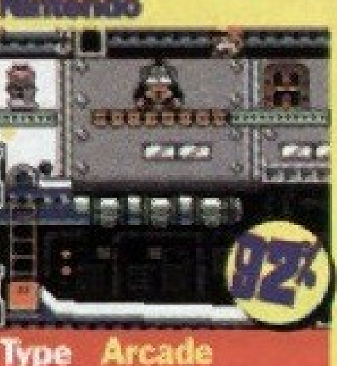
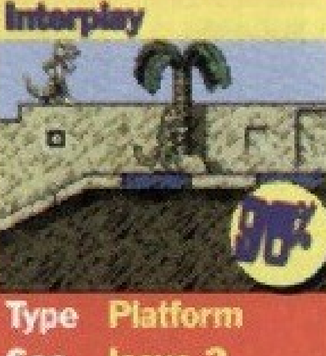
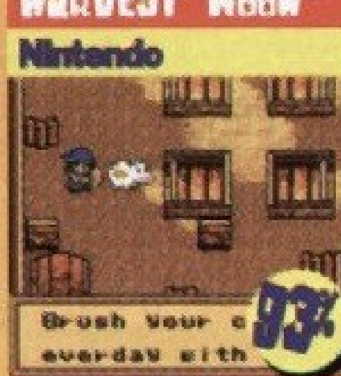
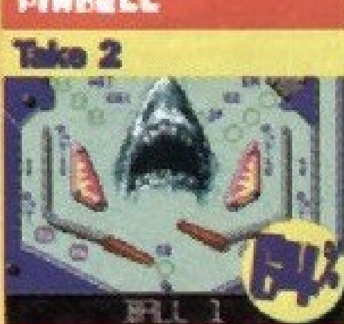
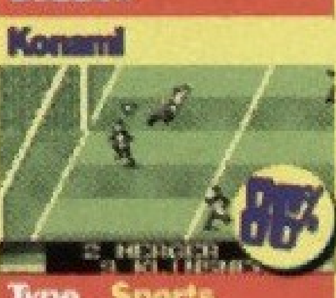
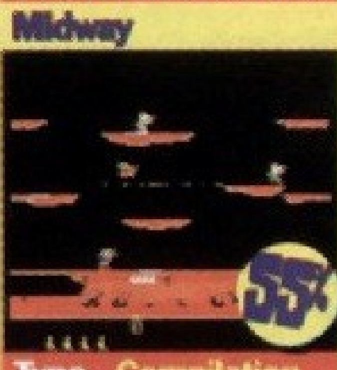
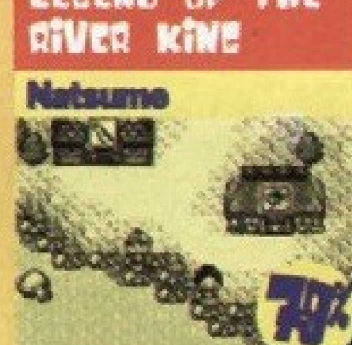
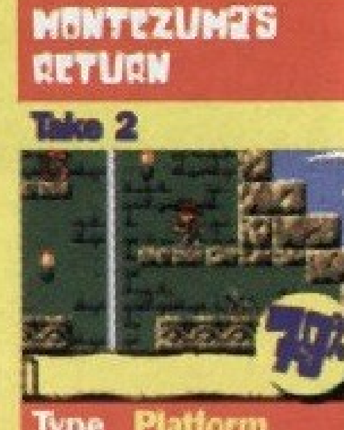
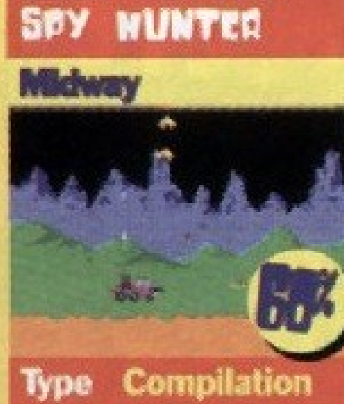
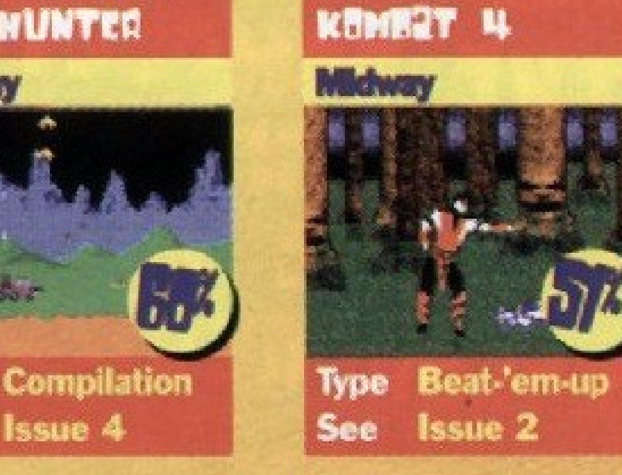
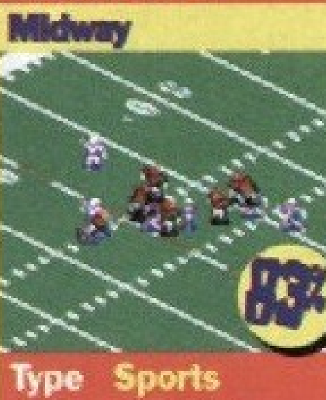
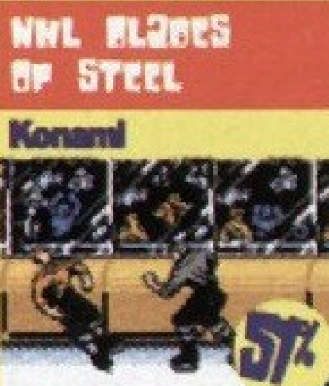
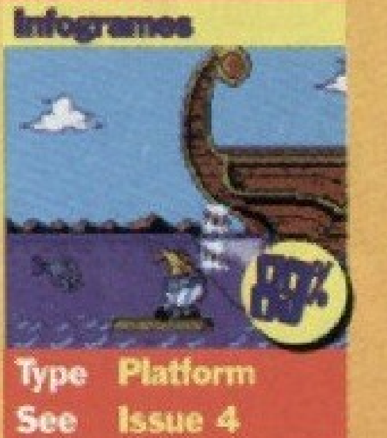
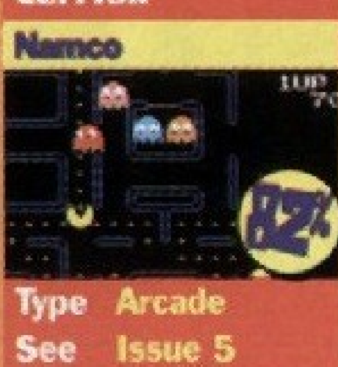
Tyrannosaurus Tex

One of the hottest games in development at the moment is this startling looking shooter from Activision. For the first time ever, a 3-D shooting game with a multiplayer deathmatch mode has been created for the Game Boy. It sounds unbelievable but British-based development company Slitherine is adamant that it has top-secret technology called SLIT3D that can push real-time 3-D graphics to the limit. The game itself pits you against a bunch of slobbering T-Rexes with loads of weapons and ammo thrown in to make it go off with a bang! We're looking forward to this one then!

Know Your Games!

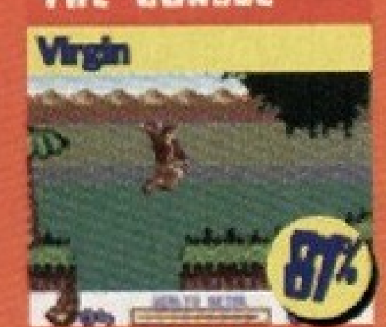
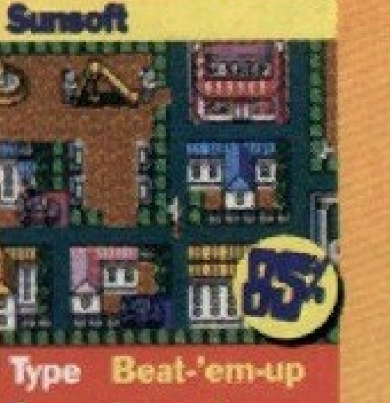
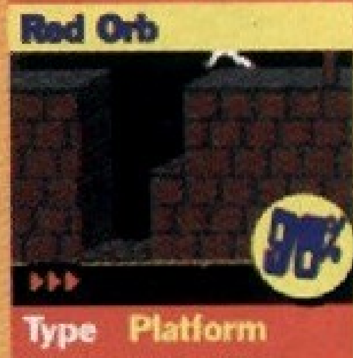
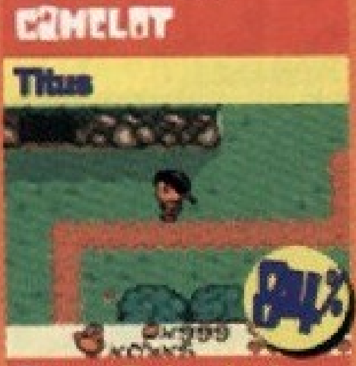
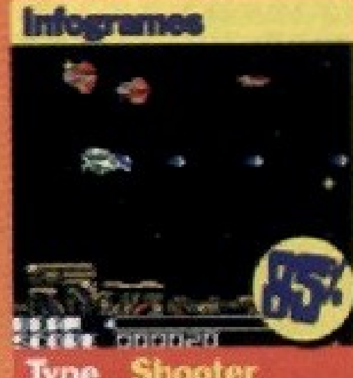
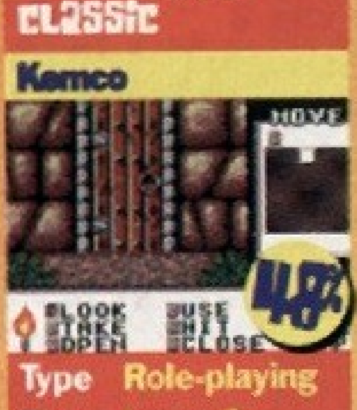
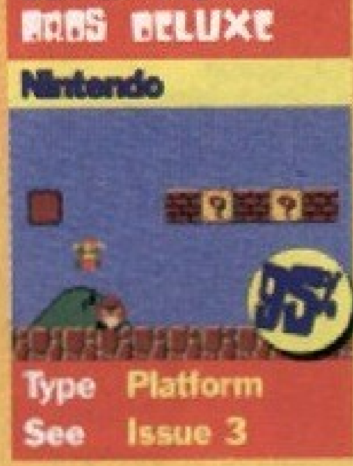
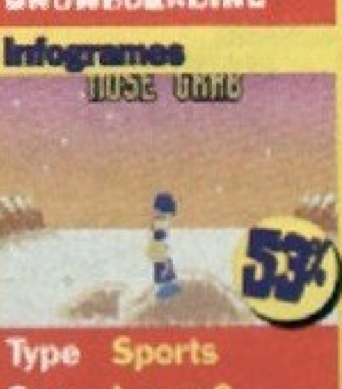
The complete listing of Game Boy Color reviews!

Here's the complete listing of every game ever reviewed by Total Game Boy Color! Use these pages as a buyers' guide each time you're about to part with your hard earned cash and you won't go far wrong!

Game	Publisher	Score	Type	See
720° 	Nintendo	43%	Arcade	Issue 3
A Bug's Life	THQ	58%	Platform	Issue 2
All Star Baseball 2000	Acclaim	86%	Sports	Issue 4
All Star Tennis '99	Ubi Soft	86%	Sports	Issue 5
Antz	Infogrames	75%	Platform	Issue 5
Battleships	Take 2	78%	Strategy	Issue 5
Beauty and the Beast 	Disney	68%	Board Game	Issue 6
Black Bass Lure Fishing	Majesco	78%	Sports	Issue 5
Bust-A-Move 4 	Acclaim	95%	Puzzle	Issue 4
Castlevania Legends 	Konami	84%	Platform	Issue 1
Centipede	Take 2	74%	Shoot-'em-up	Issue 2
Chase HQ: Secret Police 	Metro 3D	85%	Action	Issue 5
Chessmaster	Mindscape	79%	Board Game	Issue 4
Conker's Pocket Tales	Nintendo	92%	Adventure	Issue 3
Cool Hand 	Take 2	85%	Card Game	Issue 2
Donkey Kong Land 	Nintendo	86%	Platform	Issue 1
Dropzone 	Acclaim	82%	Shoot-'em-up	Issue 3
Duke Nukem	GT Interactive	90%	Platform	Issue 3
Earthworm Jim: Menace to the Galaxy 	Crave	80%	Platform	Issue 6
Evil Knievel	Take 2	75%	Action	Issue 6
F1 World Grand Prix	VideoSystem	57%	Racing	Issue 4
Final Fantasy Adventure	Sunsoft	85%	Role-playing	Issue 1
Final Fantasy Legend	Sunsoft	78%	Role-playing	Issue 1
Final Fantasy Legend II 	Sunsoft	86%	Role-playing	Issue 1
Final Fantasy Legend III 	Sunsoft	92%	Role-playing	Issue 1
Frogger	Take 2	80%	Arcade	Issue 2
Game & Watch 2 	Nintendo	92%	Arcade	Issue 2
Gex: Enter the Gecko 	Interplay	90%	Platform	Issue 2
Golden Goal	Tarantula	86%	Sports	Issue 5
Grand Theft Auto	Rockstar	82%	Crime-'em-up	Issue 6
Harvest Moon 	Nintendo	93%	Role playing	Issue 2
Hexite 	Ubi Soft	85%	Puzzle	Issue 2
Hollywood Pinball 	Take 2	64%	Pinball	Issue 2
International Superstar Soccer 	Konami	86%	Sports	Issue 1
ISS Pro '99 	Konami	78%	Sports	Issue 5
Joust/Defender 	Midway	55%	Compilation	Issue 4
Klax	Midway	52%	Puzzle	Issue 4
Klustar	Infogrames	58%	Puzzle	Issue 3
Legend of the River King 	Natsume	79%	Fishing	Issue 4
Logical 	THQ	88%	Puzzle	Issue 3
Looney Tunes	Sunsoft	88%	Platform	Issue 2
Lucky Luke	Infogrames	87%	Platform	Issue 4
Mario Golf	Nintendo	97%	Sports	Issue 6
Maya the Bee	Acclaim	82%	Platform	Issue 4
Men in Black	Interplay	88%	Shoot-'em-up	Issue 2
Micro Machines	Codemasters	97%	Racing	Issue 1
Monopoly	Konami	90%	Board Game	Issue 1
Montezuma's Return 	Take 2	79%	Platform	Issue 1
Moon Patrol/Spy Hunter 	Midway	60%	Compilation	Issue 4
Mortal Kombat 4 	Midway	57%	Beat-'em-up	Issue 2
Mr Nutz	Infogrames	78%	Platform	Issue 6
Ms Pac-Man: Special Color Edition	Namco	85%	Puzzle	Issue 6
Mystical Ninja	Konami	80%	Role-playing	Issue 1
NBA in the Zone	Konami	48%	Sports	Issue 4
NFL Blitz 	Midway	83%	Sports	Issue 4
NHL Blades of Steel 	Konami	57%	Sports	Issue 4
Obelix 	Infogrames	80%	Platform	Issue 4
Oddworld Adventures	GT Interactive	85%	Platform	Issue 2
Oddworld Adventures II	GT Interactive	95%	Platform	Issue 5
Pac-Man: Special Color Edition 	Namco	82%	Arcade	Issue 5
Paperboy	Midway	62%	Arcade	Issue 4

More reviews over the page!

Know Your Games!

Game	Publisher	Score	Type	See
Pitfall: Beyond the Jungle 	Virgin	87%	Platform	Issue 3
Pocket Bowling	Jaleco	52%	Sports	Issue 5
Pokémon Pinball	Nintendo	65%	Pinball	Issue 4
Pokémon Red/Blue	Nintendo	85%	RPG/Trade	Issue 4
Powerquest 	Sunsoft	85%	Beat-'em-up	Issue 1
Prince of Persia 	Red Orb	90%	Platform	Issue 4
Quest for Camelot 	Titus	84%	Role playing	Issue 2
R-Type DX 	Infogrames	85%	Shooter	Issue 4
Rampage World Tour	Midway	58%	Arcade	Issue 2
RC Pro-Am	Nintendo	95%	Racing	Issue 1
Reservoir Rat	Take 2	84%	Platform	Issue 2
Revelations: The Demon Slayer	Atlus	87%	RPG	Issue 5
Rugrats: The Movie	THQ	87%	Platform	Issue 2
Rugrats: Time Travellers	THQ	72%	Platform	Issue 6
Shadowgate Classic 	Kemco	48%	Role-playing	Issue 3
Shanghai Pocket	Sunsoft	79%	Puzzle	Issue 1
Space Invaders	Activision	69%	Shoot-'em-up	Issue 6
Space Station Silicon Valley	Take 2	92%	Platform	Issue 5
Spy vs Spy	Kemco	79%	Arcade	Issue 4
Super Breakout	Take 2	78%	Puzzle	Issue 2
Super Mario Bros Deluxe 	Nintendo	95%	Platform	Issue 3
Super Marioland 2	Nintendo	92%	Platform	Issue 1
Super Return of the Jedi	LucasArts	72%	Platform	Issue 1
Supreme Snowboarding 	Infogrames	53%	Sports	Issue 6
Suzuki Alstare Extreme Racing	Ubi Soft	72%	Racing	Issue 6
Tarzan	Activision	92%	Platform	Issue 5
Tetris DX	Nintendo	95%	Puzzle	Issue 1
The Smurfs Nightmare	Infogrames	78%	Platform	Issue 3
Three Lions	Take 2	82%	Sports	Issue 5
Tom and Jerry	Warner Bros	48%	Platform	Issue 6
Top Gear Rally	Nintendo	55%	Racing	Issue 3
Turok 2	Acclaim	45%	Platform	Issue 2
Turok: Rage Wars	Acclaim	78%	Action	Issue 6
V-Rally Championship Edition	Infogrames	90%	Racing	Issue 3
Wario Land II	Nintendo	90%	Platform	Issue 1
Wave Race	Nintendo	66%	Racing	Issue 1
World Cup '98	EA Sports	80%	Sports	Issue 1
Worms Armageddon	Infogrames	48%	Strategy	Issue 6
WWF Attitude	Acclaim	80%	Fighting	Issue 4
Zelda: Link's Awakening	Nintendo	95%	Adventure	Issue 1 & 2

The complete listing of Game Boy Color reviews!

See you next issue for more hand-held hijinks!

Join us for more reviews, previews and features! Hopefully Lara will be with us too!

Total Game Boy Color Credits!

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